

Maraguar the Mutate

Male nagaji psychic (mutation mind) 1, Grand Lodge faction - CR 1/2

True Neutral Humanoid (Reptilian); Deity: **Nalinivati**; Age: **28**; Height: **6' 3"**; Weight: **241lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX DEXTERITY	10	0	
CON CONSTITUTION	10	0	
INT INTELLIGENCE	16	+3	
WIS WISDOM	10	0	
CHA CHARISMA	15	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes	
FORTITUDE (CONSTITUTION)	+0	=	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Resistant: +2 vs. mind-affecting effects and poison

REFLEX (DEXTERITY)	+0	=	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Resistant: +2 vs. mind-affecting effects and poison
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WILL (WISDOM)	+2	=	<input type="text" value="+2"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Resistant: +2 vs. mind-affecting effects and poison
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Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 15	=	<input type="text" value="+4"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="+1"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Touch AC 10	Flat-Footed AC 15		
BAB	Strength	Size	Misc

CM Bonus +1	=	<input type="text" value="-"/>	<input type="text" value="+1"/>	<input type="text" value="-"/>	<input type="text" value="-"/>
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CM Defense	11	=	10	BAB	Strength	Dexterity	Size
				<input type="text" value="-"/>	<input type="text" value="+1"/>	<input type="text" value="+0"/>	<input type="text" value="-"/>

Base Attack	<input type="text" value="+0"/>	HP	<input type="text" value="10"/>
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Initiative	<input type="text" value="+1"/>	Damage / Current HP	<input type="text"/>
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Speed	<input type="text" value="30 ft"/>
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Morningstar

Main hand: **-1, 1d8+1**

Crit: x2

Both hands: **-1, 1d8+1**

1-hand, B/P

Lamellar (leather) armor

+4

Max Dex: +3, Armor Check: -2

Spell Fail: 20%, Light

Character Number: -



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-2	DEX (0)	-	
Appraise	+3	INT (3)	-	
Bluff	+2	CHA (2)	-	
Climb	-1	STR (1)	-	
Craft (alchemy)	+7	INT (3)	1	
Snake Bleeder: +2 trait bonus when brewing poisons, Nagaji Alchemist: +0 to craft poison				
Diplomacy	+2	CHA (2)	-	
Disguise	+2	CHA (2)	-	
Escape Artist	-2	DEX (0)	-	
Fly	-2	DEX (0)	-	
Heal	+0	WIS (0)	-	
Intimidate	+6	CHA (2)	1	
Knowledge (arcana)	+7	INT (3)	1	
Knowledge (planes)	+7	INT (3)	1	
Perception	+0	WIS (0)	-	
Ride	-2	DEX (0)	-	
Sense Motive	+0	WIS (0)	-	
Spellcraft	+7	INT (3)	1	
Stealth	-2	DEX (0)	-	
Survival	+0	WIS (0)	-	
Swim	-1	STR (1)	-	

Feats

Simple Weapon Proficiency - All

Toughness

Traits

Arcane Temper

Snake Bleeder

Special Abilities

Dark Half (1 bleed, 5 rounds/day) (Su)

Low-Light Vision

Phrenic Pool (2/day) (Su)

Physical Mutation (+4 Str, -2 Int, 1 minutes/day) (Su)

Resistant (Ex)

Spell-Like Abilities

Hypnotic Gaze (DC 13) (Sp)

Gear

Total Weight Carried: 33/130 lbs, Light Load
(Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)

Lamellar (leather) armor	25 lbs
Money	1.64 lbs
Morningstar	6 lbs
Traveller's outfit (Free)	-

Tracked Resources

Dark Half (1 bleed, 5 rounds/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Phrenic Pool (2/day) (Su)	<input type="checkbox"/> <input type="checkbox"/>
Physical Mutation (+4 Str, -2 Int, 1 minutes/day) (Su)	<input type="checkbox"/>

Languages

Aklo	Thassilonian
Common	Tien
Draconic	

Spells & Powers

Psychic (Mutation Mind) spells known (CL 1st; concentration +5)

Melee Touch -1 Ranged Touch -2

1st (4/day)—*long arm*^{ACG}, *mind thrust I* (DC 14), *ray of enfeeblement* (DC 14)

0th (at will)—*detect magic*, *mage hand*, *prestidigitation*, *telekinetic projectile*

Experience & Wealth

Experience Points: **0/3**

Current Cash: **82 gp**

Grand Lodge: **Fame: 0, PP: 0**