

Bola Mata
 CHARACTER
 Viden Oculus Small Female
 RACE & LA SIZE GENDER
 111 Chaotic Neutral Dagon
 AGE ALIGNMENT DEITY
 LANGUAGES: Common, Aquan, Abyssal, Aboleth

Hebeloma
 PLAYER
 3'8" 55 lbs none turquoise purple/gold
 HEIGHT WEIGHT HAIR EYES SKIN
 Antarkos Ocean
 HOMETLAND & BACKGROUND OCCUPATION



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	8	-1	10	-2		
DEX	18	4	16	2		
CON	12	1	12			
INT	14	2	14			
WIS	12	1	10	2		
CHA	18	4	18			

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
10	9	1	Oracle	0	6	1	0	0	2	1
TOTAL HP			TOTALS							
10			0 6 1 0 0 2 1							

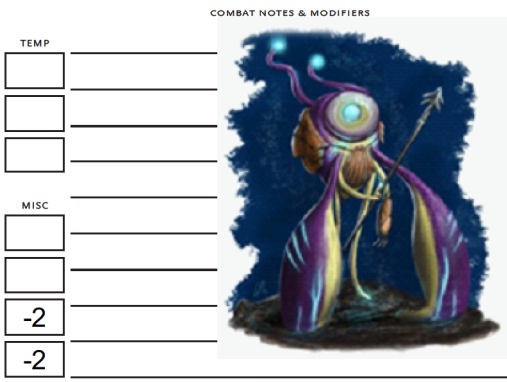
ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	21	-10+	6	0	4	1				
TOUCH	15	-10+			4	1				
FLAT-FOOT	17	-10+	6	0	0	1				

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	1	0	1			
REF	4	0	4			
WILL	3	2	1			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	0	0		-1	1	
RANGED	5	0		4	1	
CMB	3	0	CHA	4	1	-2
CMD	12	-10+	BOB	0	3	-2



FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Viden Oculus (Aberration, Aquatic) (CSBBB-166) Class: Oracle HD: d8; skills 4+Int Mod (APG)
 Racial Buoyancy -1; Depth Tolerance 25,000 feet Weapons Prof: All Simple Weapons
 Fast Swim Speed: swim 30 ft; land 0 ft Armor Prof: light & medium armor, and shields
 See in Darkness: Perfect darkvision; Light Blindness Mystery: Dark Tapestry
 Pressure Sensitive (1,000 feet): Suffer in low pressure Oracle's Curse: Aboleth -2 save vs mind-affects
 Detect Good & Detect Evil (constant) Revelation DC=10+lvl/2+Cha Mod = 15
 Small: +1 AC; +1 attack, -1 CMB, -1 CMD, +4 Stealth Brain Drain (Su): deal 1d4 damage/lvl w/in 100' & gain knowledge (1/day)
 Acidic Tears: excrete acid 1 hp damage in same square Many Forms (Su): as Alter Self (1 min/day/lvl)
 All-Around Vision: +4 perception; immune flanking
 Bioluminescent: Eye can shine like torch (at will)

Feat: Extra Revelation

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
Lesser Breastplate of the Deep	6	5	0	25	Med	15.0

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
dagger (melee)	+0	1d4	19-20/x2		S	1.0	
dagger (ranged)	+5	1d4	19-20/x2	10	P	1.0	

SKILLS				
	TOTAL	RANKS	ABILITY	TRAINED
* ACROBATICS	4		DEX	4
* APPRAISE	2		INT	2
* BLUFF	6		CHA	4
* CLIMB	-1		STR	-1
* CRAFT	2		INT	2
* DIPLOMACY	4		CHA	4
* DISABLE DEVICE			DEX	4
* DISGUISE	4		CHA	4
* ESCAPE ARTIST	4		DEX	4
* FLY	4		DEX	4
* HANDLE ANIMAL			CHA	4
* HEAL	1		WIS	1
* INTIMIDATE	6		CHA	4
* KN: history			INT	2
* KN: planes	6	1	INT	2
* KN: religion			INT	2
* KN: arcana	6	1	INT	2
* KN:			INT	2
* KN:			INT	2
* LINGUISTICS			INT	2
* PERCEPTION	5		WIS	1
* PERFORM	4		CHA	4
* PROF:			WIS	1
* RIDE	4		DEX	4
* SENSE MOTIVE	5	1	WIS	1
* SLEIGHT OF HAND			DEX	4
* SPELLCRAFT	6	1	INT	2
* STEALTH	12	1	DEX	4
* SURVIVAL	1		WIS	1
* SWIM	0	1	STR	-1
* USE MAGIC DEVICE			CHA	4
* STR			STR	
* STR			STR	
* STR			STR	
* STR			STR	
* STR			STR	

MARK A TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS. * SKILL CAN BE USED UNTRAINED * ARMOR CHECK PENALTY APPLIES

EXPERIENCE SLOW MEDIUM FAST 0 / 2,000

SPEED BASE 0 FLY 30 SWIM CLIMB MISC

INIT 4 = 4 DEX MOD + MISC MOD

HERO SR DR

RESISTANCES

POOL POINTS

