Cra'khe Hebeloma Sebek-ka Medium Male 6'8" 370 lbs yellow olive green none SKIN RACE & LA SIZE GENDER HEIGH. WEIGHT HAIR EYES Gozreh 20 Lawful Neutral Valashmai Sea HOMELAND & BACKGROUND OCCUPATION Aquan, Common Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012 **HITPOINTS CLASS RECORDER** ARILITY SCORE 20 2 5 18 **STR** 10 1 Monk 0 4 2 2 2 3 16 16 DEX 2 14 CON 14 NONLETHAI INT 10 0 12 -2 12 1 10 2 WIS 0 4 1 2 2 2 TOTAL HP 11 Monk **TOTALS** 0 10 10 **CHA** ABILITY SCORE & RACIAL NOTES ★☑ ACROBATICS ◆ DE) 3 3 ATTACKS & DEFENSE APPRAISE INT 0 0 BLUFF СНА 0 0 13 0 3 AC =10+ **№** CLIMB STR 5 5 CRAFT: 0 13 3 MAXIMUM TOUCH =10+ DIPLOMACY CHA 0 0 ☐ DISABLE DEVICE ◆ DEX 3 10 0 0 0 0% **FLAT-FOOT -10**+ ∗**□** Disguise СНА 0 0 ★ ■ ESCAPE ARTIST ◆ DEX 3 3 DEX VING THROWS CLASS BASE ABILITY ☐ HANDLE ANIMAL 2 CHA 0 4 2 **FORT** ∗□ HEAL WIS 1 5 2 3 INTIMIDATE СНА REF 4 0 ☑ KN: history INT 0 3 WILL 1 ☑ KN: religion 0 ☐ Kn: INT 0 BASE ATTACK BONUS ☐ KN: INT 0 MELEE 5 5 0 ☐ Kn: INT 0 ☐ KN: INT 0 RANGED 3 0 3 ■ LINGUISTICS INT 0 ₽ PERCEPTION WIS 1 3 **CMB** 5 0 STR 5 PERFORM: 0 0 ✓ PROF 8 WIS 1 CMD 18 BOB 0 -10<sub>+</sub> RIDE • DEX 3 SENSE MOTIVE 1 **FEATS & FEATURES** ☐ SLEIGHT OF HAND ◆ DEX 3 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES ☐ SPELLCRAFT INT 0 Race: Sebek-ka (Humanoid: Amphibious, Anthromorph) (CSBBB-198) Class: Monk HD: d8; skills 4+Int Mod (CRB) 3 3 ★☑ STEALTH ◆ DEX ⊹□ SURVIVAL WIS Racial Buoyancy -50; Depth Tolerance: 300' Weapon Prof: brass knuckles, cestus, club, crossbow, dagger, handaxe, Swim • 9 5 3 Lunged: Air-breather; Amphibious water for 1/2 hr/Con javelin, kama, nunchaku, quarterstaff, sai, shortspear, ☐ Use Magic Device СНА 0 STR Bestial Senses +2 Perception short sword, shuriken, siangham, sling, spear and temple sword. STR Ferocious Hunger:+1 attack vs foes of Tiny size or smaller Armor Prof: None STR STR Innate Craft: can use Wis instead of Int for craft checks AC Bonus (Ex) +0; Fast Movement: +0 STR Reptilian Mind: Reroll a failed will save roll Flurry of Blows (Ex) extra attack; -1/-1 STR Stunning Fist (Ex) damage & stunned for 1 rnd Improved Unarmed Strike: lethal or non-lethal EXPERIENCE 0 2,000 BASE SWIM 20 **SPEED** 30 MISC 3 INIT **HERO** Swim-by Attack: Attack during any point during move SR DR Tail Strike: tail attack does 1d8 dam + trip **RESISTANCES POOL POINTS** None WEAPON NAME & DESCRIPTION ATTACK MODIFIERS DAMAGE CRITICAL RANGE AMMO & NOTES

1d8+5

1d8+5

1d6+5

S

В

В

20,x2

20,x2

20,x2

0.0

0.0

grapple

trip

+5

+5

+5

Bite

Tail

**Unarmed Strike**