

Gurita
 CHARACTER: Merkoth Medium Female
 RACE & LA: 22 Chaotic Neutral Dagon
 AGE ALIGNMENT DEITY
 Hebeloma
 PLAYER: 7'0" 400 lbs none white pinkish-gray
 HEIGHT WEIGHT HAIR EYES SKIN
 Antarkos Ocean
 HOMELAND & BACKGROUND OCCUPATION
 LANGUAGES: Common, Aquan, Abyssal, Azlantian, Aboleth, Infernal, Draconic



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	10	0	10			
DEX	16	3	14	2		
CON	14	2	13	1		
INT	20	5	18	2		
WIS	10	0	10			
CHA	14	2	16	-2		

HITPOINTS			CLASS RECORDER												
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS					
9	8	1	Wizard	0	7	1	0	0	2	1					
TOTAL HP			9	FAVORED CLASS		Wizard	TOTALS		0	7	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	13	-10+	0	0	3					
TOUCH	13	-10+			3					
FLAT-FOOT	10	-10+	0	0	0					

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	7
<input type="checkbox"/> Acrobatics	DEX	3	3		
<input checked="" type="checkbox"/> Appraise	INT	9	1	5	3
<input type="checkbox"/> Bluff	CHA	2	2		
<input type="checkbox"/> Climb	STR	0	0		
<input checked="" type="checkbox"/> Craft: Potions	INT	9	1	5	3
<input type="checkbox"/> Diplomacy	CHA	2	2		
<input type="checkbox"/> Disable Device	DEX		3		
<input type="checkbox"/> Disguise	CHA	2	2		
<input type="checkbox"/> Escape Artist	DEX	3	3		
<input checked="" type="checkbox"/> Fly	DEX	7	1	3	3
<input type="checkbox"/> Handle Animal	CHA		2		
<input type="checkbox"/> Heal	WIS	0	0		
<input type="checkbox"/> Intimidate	CHA	2	2		
<input checked="" type="checkbox"/> Kn: all	INT	9	1	5	3
<input type="checkbox"/> Kn:	INT		5		
<input type="checkbox"/> Kn:	INT		5		
<input type="checkbox"/> Kn:	INT		5		
<input type="checkbox"/> Kn:	INT		5		
<input checked="" type="checkbox"/> Linguistics	INT	9	1	5	3
<input type="checkbox"/> Perception	WIS	0	0		
<input type="checkbox"/> Perform	CHA	2	2		
<input checked="" type="checkbox"/> Prof:	WIS		0		
<input type="checkbox"/> Ride	DEX	3	3		
<input type="checkbox"/> Sense Motive	WIS	0	0		
<input type="checkbox"/> Sleight of Hand	DEX		3		
<input checked="" type="checkbox"/> Spellcraft	INT	9	1	5	3
<input type="checkbox"/> Stealth	DEX	3	3		
<input type="checkbox"/> Survival	WIS	0	0		
<input type="checkbox"/> Swim	STR	0	0		
<input type="checkbox"/> Use Magic Device	CHA	3	1	2	
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				

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

ATTACKS					
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	0	0	0		
RANGED	3	0	3		
CMB	5	0	INT	5	
CMD	13	-10+	BOB	0	3



FEATS & FEATURES
 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Free-Mind Melusine (Humanoid: Aquatic, Merfolk, Psionic) (CSBBB-146)
 Class: Wizard HD: d6; skills 2+Int Mod (CRB)
 Racial Buoyancy -30; Depth Tolerance: 1,000 feet
 Weapon Prof: club, dagger, crossbow & quarterstaff,
 Gilled: Water-breather;
 Armor Prof: none
 Psionically Attuned: Wild Talents
 Arcane bond: Familiar (see below)
 Merkoth Psionics: detect psionics, concealing amorpha (1/day)
 Arcane school: Transmutation (shapechange)
 Swim Speed: swim 30 ft; land 5 ft; darkvision 60 ft
 Scribe Scroll
 Species Aversion: Sickened within 30' of another merkoth
 Battleshaping (Su): grow natural attack for 1 rd (3+Int Mod rnds/day)
 Tentacles: hold but not use 4 items; +4 CMB grapple
 Physical Enhancement (Su) +1 Con

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 5 FLY 30 SWIM 30 CLIMB MISC

INIT 3 = 3 DEX MOD + MISC MOD

HERO SR DR

RESISTANCES

POOL POINTS

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR none						
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
dagger		1d4	19-20,x2	10	P	1.0	

