

**Intlanzi**  
 CHARACTER: **Locathah** Medium Male  
 RACE & LA: **Locathah** SIZE: **Medium** GENDER: **Male**  
 AGE: **13** ALIGNMENT: **Chaotic Neutral** DEITY: **Eadro the Deliverer**  
 LANGUAGES: **Aquan, Common, Aboleth, Abyssal, Protean**

**Hebeloma**  
 PLAYER: **Hebeloma**  
 HEIGHT: **5'6"** WEIGHT: **160 lbs** HAIR: **none** EYES: **yellow** SKIN: **salmon**  
 HOME: **Embaral Ocean**  
 HOMELAND & BACKGROUND OCCUPATION: **Embaral Ocean**



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
<b>STR</b>	<b>12</b>	<b>1</b>	<b>12</b>			
<b>DEX</b>	<b>16</b>	<b>3</b>	<b>14</b>	<b>2</b>		
<b>CON</b>	<b>16</b>	<b>3</b>	<b>16</b>			
<b>INT</b>	<b>16</b>	<b>3</b>	<b>18</b>	<b>-2</b>		
<b>WIS</b>	<b>12</b>	<b>1</b>	<b>10</b>	<b>2</b>		
<b>CHA</b>	<b>10</b>	<b>0</b>	<b>10</b>			

HITPOINTS			CLASS RECORDER													
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS						
<b>10</b>	<b>9</b>	<b>1</b>	<b>Coral Witch</b>	<b>0</b>	<b>5</b>	<b>1</b>	<b>0</b>	<b>0</b>	<b>2</b>	<b>1</b>						
NONLETHAL HP DAM																
TEMPORARY HP																
<b>TOTAL HP</b>			<b>10</b>	<b>FAVORED CLASS</b>		<b>Witch</b>		<b>TOTALS</b>		<b>0</b>	<b>5</b>	<b>1</b>	<b>0</b>	<b>0</b>	<b>2</b>	<b>1</b>

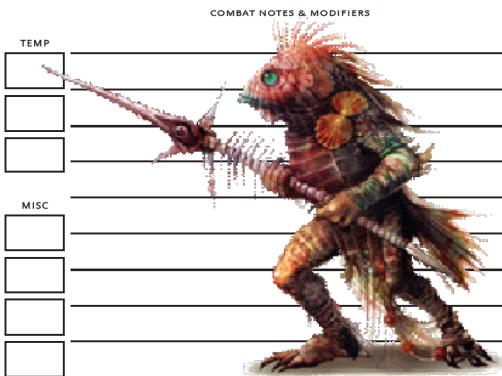
ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	<b>15</b>	-10+	<b>0</b>	<b>0</b>	<b>3</b>		<b>2</b>			
<b>TOUCH</b>	<b>13</b>	-10+			<b>3</b>					
<b>FLAT-FOOT</b>	<b>12</b>	-10+	<b>0</b>	<b>0</b>	<b>0</b>		<b>2</b>			

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	<b>3</b>	<b>0</b>	<b>3</b>			
<b>REF</b>	<b>3</b>	<b>0</b>	<b>3</b>			
<b>WILL</b>	<b>3</b>	<b>2</b>	<b>1</b>			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>	<b>1</b>	<b>0</b>		<b>1</b>		
<b>RANGED</b>	<b>3</b>	<b>0</b>		<b>3</b>		
<b>CMB</b>	<b>3</b>	<b>0</b>	<b>INT</b>	<b>3</b>		
<b>CMD</b>	<b>14</b>	-10+	<b>BOB</b>	<b>0</b>	<b>STR &amp; DEX</b>	<b>4</b>



SKILLS					RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC
<input type="checkbox"/> ACROBATICS *	DEX 3		3		
<input type="checkbox"/> APPRAISE	INT 3		3		
<input type="checkbox"/> BLUFF	CHA 0		0		
<input type="checkbox"/> CLIMB *	STR 1		1		
<input checked="" type="checkbox"/> CRAFT:	INT 3		3		
<input type="checkbox"/> DIPLOMACY	CHA 0		0		
<input type="checkbox"/> DISABLE DEVICE *	DEX		3		
<input type="checkbox"/> DISGUISE	CHA 0		0		
<input type="checkbox"/> ESCAPE ARTIST *	DEX 3		3		
<input checked="" type="checkbox"/> FLY *	DEX 3		3		
<input type="checkbox"/> HANDLE ANIMAL	CHA		0		
<input checked="" type="checkbox"/> HEAL	WIS 1		1		
<input checked="" type="checkbox"/> INTIMIDATE	CHA 0		0		
<input checked="" type="checkbox"/> KN: arcana	INT 7	1	3	3	
<input checked="" type="checkbox"/> KN: history	INT 7	1	3	3	
<input checked="" type="checkbox"/> KN: nature	INT		3		
<input checked="" type="checkbox"/> KN: planes	INT 7	1	3	3	
<input type="checkbox"/> KN:	INT		3		
<input type="checkbox"/> KN:	INT		3		
<input type="checkbox"/> LINGUISTICS	INT		3		
<input type="checkbox"/> PERCEPTION	WIS 1		1		
<input type="checkbox"/> PERFORM:	CHA 0		0		
<input checked="" type="checkbox"/> PROF:	WIS		1		
<input type="checkbox"/> RIDE *	DEX 3		3		
<input type="checkbox"/> SENSE MOTIVE	WIS 1		1		
<input type="checkbox"/> SLEIGHT OF HAND *	DEX		3		
<input checked="" type="checkbox"/> SPELLCRAFT	INT 7	1	3	3	
<input type="checkbox"/> STEALTH *	DEX 3		3		
<input type="checkbox"/> SURVIVAL	WIS 1		1		
<input type="checkbox"/> SWIM *	STR 5	1	1	3	
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA		0		
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	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

**FEATS & FEATURES**

Race: **Locathah humanoid (aquatic) (BotS-10)** Extra Hex  
 Deep Dweller: **Darkvision 60'; Light Sensitivity**  
 Natural Armor **+2 AC**; speed **10'**; swim **60'**  
 Amphibious: **Breathe water and air**  
 Class: **Witch HD: d6 skills 2 + Int Mod**  
 Archetype: **Coral Witch (BotS-22)**  
 Weapon Prof: **All Simple; Armor Prof: None**  
 Hex: **hexes listed below w/ spells, includes shaman's wave hexes**  
 Patron Spirit: **Water**  
 Coral Familiar (Ex): **vermin (aquatic); amphibious & immune to mind-affecting effects; see below**

EXPERIENCE: SLOW  MEDIUM  FAST  **0 / 2,000**

	BASE	FLY	SWIM	CLIMB	MISC
<b>SPEED</b>	<b>10</b>		<b>60</b>		
<b>INIT</b>	<b>3</b>	=	<b>3</b>	DEX MOD +	MISC MOD
<b>HERO</b>					
<b>SR</b>					
<b>DR</b>					
<b>RESISTANCES</b>					
<b>POOL POINTS</b>					

**ARMOR & WEAPONS**

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR: <b>None</b>						
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
<b>spear</b>	<b>+3</b>	<b>1d8+1</b>	<b>20,x3</b>	<b>20</b>	<b>P</b>	<b>6.0</b>	
<b>dagger</b>	<b>+1</b>	<b>1d4+1</b>	<b>19-20/x2</b>	<b>10</b>	<b>P,S</b>	<b>1.0</b>	



