

Isikwati
 CHARACTER
 Grindylow small Male
 RACE & LA SIZE GENDER
 12 Chaotic Neutral Dagon, The Shadow in the Sea
 AGE ALIGNMENT DEITY
 LANGUAGES: Aquan, Aklo

Hebeloma
 PLAYER
 4'2" 75 lbs none pea green olive green
 HEIGHT WEIGHT HAIR EYES SKIN
 Arcadian 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	16	3	16			
DEX	22	6	18	4		
CON	12	1	12			
INT	12	1	14	-2		
WIS	8	-1	10	-2		
CHA	8	-1	10	-2		

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME		BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
10	9	1	Seeker of the Lost (Rogue)		0	9	1	0	2	0	1
TOTAL HP			TOTALS		0	9	1	0	2	0	1

ABILITY SCORE & RACIAL NOTES

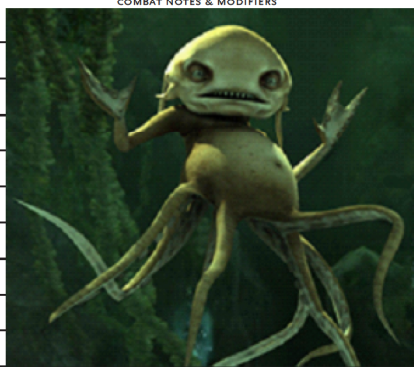
CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	22	-10+	3	0	6	1		2		
TOUCH	17	-10+			6	1				
FLAT-FOOT	16	-10+	3	0	0	1		2		

ARMOR CHECK PENALTY: 0
 MAXIMUM DEX: 8
 SPELL FAILURE: 15%

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	1	0	1			
REF	8	2	6			
WILL	-1	0	-1			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	4	0		3	1	
RANGED	7	0		6	1	
CMB	5	0	DEX	6	1	-2
CMD	18	-10+	BOB	9	1	-2



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

Race: Grindylow Aberrations (aquatic) (BotS-17) Weapon Finesse (Combat)
 small +1 AC, attack; -1 CMB, CMD; +4 stealth
 Darkvision 60' Natural Armor +2; sneaky +4 stealth;
 jet - swim 200' backward in a straight line
 bite attack; amphibious (breathe air or water)
 Tangling Tentacles +4 trip attack as swift action(1/rnd)
 Class: Rogue HD d8; skills 8 + Int Mod
 Archetype: Seeker of the Lost (BotS-5)
 Weapon Prof: simple weapons, hand crossbow, rapier, sap, shortbow, short sword
 Armor Prof: Light Armor; no shields
 sneak attack +1d6 damage
 trapfinding: +1/2 perception & disable device (traps)

SKILLS		TOTAL	RANKS	ABILITY	TRAINED	MISC
<input checked="" type="checkbox"/> ACROBATICS *	DEX	10	1	6	3	
<input checked="" type="checkbox"/> APPRAISE	INT	1		1		
<input checked="" type="checkbox"/> BLUFF	CHA	-1		-1		
<input checked="" type="checkbox"/> CLIMB *	STR	3		3		
<input checked="" type="checkbox"/> CRAFT:	INT	1		1		
<input checked="" type="checkbox"/> DIPLOMACY	CHA	-1		-1		
<input checked="" type="checkbox"/> DISABLE DEVICE *	DEX	10	1	6	3	
<input checked="" type="checkbox"/> DISGUISE	CHA	-1		-1		
<input checked="" type="checkbox"/> ESCAPE ARTIST *	DEX	10	1	6	3	
<input type="checkbox"/> FLY *	DEX	6		6		
<input type="checkbox"/> HANDLE ANIMAL	CHA			-1		
<input type="checkbox"/> HEAL	WIS	-1		-1		
<input checked="" type="checkbox"/> INTIMIDATE	CHA	-1		-1		
<input checked="" type="checkbox"/> KN: dungeoneering	INT			1		
<input checked="" type="checkbox"/> KN: local	INT			1		
<input type="checkbox"/> KN:	INT			1		
<input type="checkbox"/> KN:	INT			1		
<input type="checkbox"/> KN:	INT			1		
<input checked="" type="checkbox"/> LINGUISTICS	INT			1		
<input checked="" type="checkbox"/> PERCEPTION	WIS	3	1	-1	3	
<input checked="" type="checkbox"/> PERFORM:	CHA	-1		-1		
<input checked="" type="checkbox"/> PROF:	WIS			-1		
<input type="checkbox"/> RIDE *	DEX	6		6		
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	3	1	-1	3	
<input checked="" type="checkbox"/> SLEIGHT OF HAND *	DEX	10	1	6	3	
<input type="checkbox"/> SPELLCRAFT	INT			1		
<input checked="" type="checkbox"/> STEALTH *	DEX	18	1	6	3	8
<input type="checkbox"/> SURVIVAL	WIS	-1		-1		
<input checked="" type="checkbox"/> SWIM *	STR	7	1	3	3	
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA	3	1	-1	3	
<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

EXPERIENCE SLOW MEDIUM FAST 0 / 2,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
15			30		
INIT	6	=	6	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 studded sharkskin	3	8	0	15	Lt	10.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
bite	+4	1d3	20,x2		P		
short sword	+4	1d4+6	19-20,x2		P	2.0	
submarine composite short bow	+7	1d4+6	20,x3	60	P		

