

Lasa Alhulm
 CHARACTER
 Hovering Squid Medium female
 RACE & LA SIZE GENDER
 105 Neutral None
 AGE ALIGNMENT DEITY
 Hebeloma
 PLAYER
 7'1" 279 lbs none yellow pale pink
 HEIGHT WEIGHT HAIR EYES SKIN
 Astral Plane
 HOMELAND & BACKGROUND OCCUPATION



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

LANGUAGES: Aboleth; cannot speak (telepathy)

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	18	4	16	2		
DEX	16	3	18	-2		
CON	14	2	14			
INT	10	0	10			
WIS	10	0	10			
CHA	14	2	12	2		

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
11	10	1	Dreamthief (Rogue)	0	6	1	0	2	0	1	
NONLETHAL HP DAM											
TEMPORARY HP											
TOTAL HP	11	FAVORED CLASS	Dreamthief	TOTALS	0	6	1	0	2	0	1

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	16	-10+	3	0	3					
TOUCH	13	-10+			3					
FLAT-FOOT	13	-10+	3	0	0					

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	6
<input checked="" type="checkbox"/> ACROBATICS	DEX	3	3		
<input checked="" type="checkbox"/> APPRAISE	INT	0	0		
<input checked="" type="checkbox"/> BLUFF	CHA	2	2		
<input checked="" type="checkbox"/> CLIMB	STR	4	4		
<input checked="" type="checkbox"/> CRAFT	INT	0	0		
<input checked="" type="checkbox"/> DIPLOMACY	CHA	2	2		
<input checked="" type="checkbox"/> DISABLE DEVICE	DEX	7	1	3	3
<input checked="" type="checkbox"/> DISGUISE	CHA	2	2		
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX	9	1	3	3
<input type="checkbox"/> FLY	DEX	3	3		
<input type="checkbox"/> HANDLE ANIMAL	CHA		2		
<input type="checkbox"/> HEAL	WIS	0	0		
<input checked="" type="checkbox"/> INTIMIDATE	CHA	13	1	2	3
<input checked="" type="checkbox"/> KN: (engineering)	INT		0		
<input checked="" type="checkbox"/> KN: (local)	INT		0		
<input checked="" type="checkbox"/> KN: (arcana)	INT		0		
<input checked="" type="checkbox"/> KN: (planes)	INT	4	1	0	3
<input type="checkbox"/> KN:	INT		0		
<input type="checkbox"/> KN:	INT		0		
<input checked="" type="checkbox"/> LINGUISTICS	INT		0		
<input checked="" type="checkbox"/> PERCEPTION	WIS	4	1	0	3
<input checked="" type="checkbox"/> PERFORM	CHA	2	2		
<input checked="" type="checkbox"/> PROF:	WIS		0		
<input type="checkbox"/> RIDE	DEX	3	3		
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	0	0		
<input checked="" type="checkbox"/> SLEIGHT OF HAND	DEX		3		
<input type="checkbox"/> SPELLCRAFT	INT		0		
<input checked="" type="checkbox"/> STEALTH	DEX	12	1	3	3
<input type="checkbox"/> SURVIVAL	WIS	0	0		
<input checked="" type="checkbox"/> SWIM	STR	4	4		
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA		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	5	2	3			
WILL	0	0	0			

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE	4	0	4			
RANGED	3	0	3			
CMB	4	0	STR	4		
CMD	17	-10+	BOB	0	DEX	7



FEATS & FEATURES	
CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	
Hovering Squid (Aberration) (PPPH:Hovering Squid)	Class: Rogue: HD d8; skills 4 + Int Mod
darkvision 60; other sight: perceive through other's eyes	Archetype: Dreamthief
Racial Skill: +4 Intimidation	Weapon Prof: all simple weapons, hand crossbow, rapier, sap,
Spell-like Ability: Levitate (self only, constant, no concentration)	+ shortbow,short sword; Armor Prof: Light Armor but no shields
Special Quality: Hover	Trapfinding: +lvl/2 perception
Telepathy: 100'	Dreamshard Focus (Su): gain spiritualist's phantom: Fear
Lethal Tentacles: tentacle attacks do lethal or non-lethal damage	Skill Focus (Intimidate) & (Stealth) +3 & bonus rank/lvl
	Steady: +2 Escape Artist & Stealth
	Dream Strike (Horrifying Strike) (Ex) attack 1/rnd
	foe must make Will save DC = 10+lvl/2+Cha Mod or shaken 1d4 rnds

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	0 / 2,000	
SLOW <input type="checkbox"/>	MEDIUM <input checked="" type="checkbox"/>	FAST <input type="checkbox"/>

SPEED	30	BASE	FLY	SWIM	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 eel hide armor	3	4	0	15	Lt	12.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
tentacles (x8)	+4	1d4+4	20,x2	10	B		lethal or non-lethal
bite	+4	1d6+4	20,x2		P		