

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
 LANGUAGES: Aboleth; cannot speak (telepathy)



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	18	4	16	2		
DEX	18	4	18	-2	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	
47	42	5	Dreamthief (Rogue)	3	30	5	1	4	1	5	
NONLETHAL HP DAM											
TEMPORARY HP											
TOTAL HP	47	FAVORED CLASS	Dreamthief	TOTALS	3	30	5	1	4	1	5

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	19	-10+	5	0	4					
TOUCH	14	-10+			4					
FLAT-FOOT	15	-10+	5	0	0					

SKILLS					RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC
<input checked="" type="checkbox"/> ACROBATICS *	DEX 8	1	4	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 9	2	4	3	
<input checked="" type="checkbox"/> DISGUISE	CHA 2		2		
<input checked="" type="checkbox"/> ESCAPE ARTIST *	DEX 12	3	4	3	2
<input type="checkbox"/> FLY *	DEX 4		4		
<input type="checkbox"/> HANDLE ANIMAL	CHA		2		
<input type="checkbox"/> HEAL	WIS 0		0		
<input checked="" type="checkbox"/> INTIMIDATE	CHA 13	5	2	3	3
<input checked="" type="checkbox"/> KN: (engineering)	INT		0		
<input checked="" type="checkbox"/> KN: (local)	INT		0		
<input checked="" type="checkbox"/> KN: (arcana)	INT 4	1	0	3	
<input checked="" type="checkbox"/> KN: (planes)	INT 8	5	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 7	4	0	3	
<input checked="" type="checkbox"/> PERFORM:	CHA 2		2		
<input checked="" type="checkbox"/> PROF:	WIS		0		
<input type="checkbox"/> RIDE *	DEX 4		4		
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS 6	3	0	3	
<input checked="" type="checkbox"/> SLEIGHT OF HAND *	DEX		4		
<input type="checkbox"/> SPELLCRAFT	INT		0		
<input checked="" type="checkbox"/> STEALTH *	DEX 17	5	4	3	5
<input type="checkbox"/> SURVIVAL	WIS 0		0		
<input checked="" type="checkbox"/> SWIM *	STR 4		4		
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA 6	1	2	3	
<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	3	1	2			
REF	8	4	4			
WILL	1	1	0			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	7	3		4		
RANGED	7	3		4		
CMB	7	3	STR	4		
CMD	21	-10+	B3B	0	STR & DEFLECT	8



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
Tentacular Grab (Ex) - after successful tentacle attack, grab	Steady: +2 Escape Artist & Stealth
Tentacular Constrict (Ex) - constrict grappled foe	Dream Strike (Horrifying Strike) (Ex) attack 1/rnd
Fast Stealth: Move at full speed while using Stealth	foe must make Will save DC = 10+lvl/2+Cha Mod or shaken 1d4 rnds
Bleeding Attack: Cause foes damaged by dream strike to bleed	Evasion: Reflex save for half dam, yields no damage
	Lucid Dreamer: +4 Cha in dreams, +2 saves to prevent spells going awry
	& if dying in dream, wake up fatigued
	Soothe Dreaming: Remove conditions from allies (1/day/3 lvls)

EXPERIENCE	
SLOW <input type="checkbox"/>	MEDIUM <input checked="" type="checkbox"/>
15,000	23,000

SPEED				
BASE	FLY	SWIM	CLIMB	MISC
30				

INIT	
4	4
HERO	
SR	DR
RESISTANCES	
POOL POINTS	

ARMOR & WEAPONS						
ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR eel hide armor +2	5	4	0	15	Lt	12.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
tentacles (x8)	+7+2	1d4+4+2	20,x2	10	B		lethal or non-lethal
bite	+7	1d6+4	20,x2		P		
dream strike slam	+7	1d8+6	20,x2		B		

