

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
<b>STR</b>	24	7	16	2	2	4
<b>DEX</b>	18	4	18	-2	2	
<b>CON</b>	14	2	14			
<b>INT</b>	10	0	10			
<b>WIS</b>	10	0	10			
<b>CHA</b>	14	2	12	2		

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
92	82	10	Dreamthief (Rogue)	7	60	10	3	7	3	10
NONLETHAL HP DAM										
TEMPORARY HP										
TOTAL HP			FAVORED CLASS		TOTALS					
92			Dreamthief		7 60 10 3 7 3 10					

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	20	-10+	6	0	4					
<b>TOUCH</b>	14	-10+			4					
<b>FLAT-FOOT</b>	16	-10+	6	0	0					

ARMOR CHECK PENALTY 0

MAXIMUM DEX 4

SPELL FAILURE 15%

SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
<b>FORT</b>	5	3	2			
<b>REF</b>	11	7	4			
<b>WILL</b>	3	3	0			

second attack  
 @ +2 BAB



ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
<b>MELEE</b>	14		7			
<b>RANGED</b>	11		4			
<b>CMB</b>	14	7	STR	7		
<b>CMD</b>	28	-10+	B7B	0	11	

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

Hovering Squid (Aberration) (PPPH:Hovering Squid)  
 darkvision 60; other sight: perceive through other's eyes  
 Racial Skill: +4 Intimidation  
 Spell-like Ability: Levitate (self only, constant, no concentration)  
 Special Quality: Hover  
 Telepathy: 100'

Class: Rogue: HD d8; skills 4 + Int Mod  
 Archetype: Dreamthief  
 Weapon Prof: all simple weapons, hand crossbow, rapier, sap,  
 + shortbow,short sword; Armor Prof: Light Armor but no shields  
 Trapfinding: +lvl/2 perception  
 Dreamshard Focus (Su): gain spiritualist's phantom: Fear  
 Skill Focus (Intimidate) & (Stealth) +3 & bonus rank/lvl  
 Stealthy: +2 Escape Artist & Stealth

Dream Strike (Horrorifying Strike) (Ex) attack 1/rnd  
 foe must make Will save DC = 10+lvl/2+Cha Mod or shaken 1d4 rnds  
 Evasion: Reflex save for half dam, yields no damage  
 Lucid Dreamer: +4 Cha in dreams, +2 saves to prevent spells going awry

Aura of Despair (Su) swift Amplify fear effect 20' rad  
 shaken --> frightened --> panicked --> cowered  
 duration: while inside rad or (lvl/2) rnds after leaving

& if dying in dream, wake up fatigued  
 Soothe Dreaming: Remove conditions from allies (1/day/3 lvls)  
 Dream Infiltrator (Sp): cast dream scan (1/day)

**ARMOR & WEAPONS**

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR eel hide armor +3	6	4	0	15	Lt	12.0
SHIELD						

SKILLS						RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC		60
<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	7		7		
<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	17	8	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	18	10	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	13	10	0	3	
<input type="checkbox"/> KN:	INT			0		
<input checked="" type="checkbox"/> LINGUISTICS	INT			0		
<input checked="" type="checkbox"/> PERCEPTION	WIS	12	9	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	11	8	0	3	
<input checked="" type="checkbox"/> SLEIGHT OF HAND *	DEX			4		
<input type="checkbox"/> SPELLCRAFT	INT			0		
<input checked="" type="checkbox"/> STEALTH *	DEX	22	10	4	3	5
<input type="checkbox"/> SURVIVAL	WIS	0		0		
<input checked="" type="checkbox"/> SWIM *	STR	7		7		
<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					

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		BASE				
SLOW	MEDIUM	FAST	FLY	SWIM	CLIMB	MISC
			105,000	/	155,000	
<b>SPEED</b>			30			
<b>INIT</b>	4	=	4	DEX MOD	+	MISC MOD
<b>HERO</b>						
<b>SR</b>						
<b>DR</b>						
<b>RESISTANCES</b>						
<b>POOL POINTS</b>						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
tentacles (x8)	+14+2+1	1d6+7+2	20,x2	10	B		lethal or non-lethal
bite	+14	1d6+7	20,x2		P		
dream strike slam	+14	1d8+10	20,x2		B		

