

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	26	8	16	2	4	4
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		
137	122	15	Dreamthief (Rogue)	11	90	15	5	9	5	15		
NONLETHAL HP DAM												
TEMPORARY HP												
TOTAL HP	137	FAVORED CLASS	Dreamthief	TOTALS	11	90	15	5	9	5	15	

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	21	-10+	7	0	4					
TOUCH	14	-10+			4					
FLAT-FOOT	17	-10+	7	0	0					

ARMOR CHECK PENALTY: 0
 MAXIMUM DEX: 4
 SPELL FAILURE: 15%

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	7	5	2			
REF	13	9	4			
WILL	5	5	0			

COMBAT NOTES
 second attack @ +6 BAB
 third attack @ +1 BAB



ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	19	11		8		
RANGED	15	11		4		
CMB	19	11	STR	8		
CMD	33	-10+	4	12		

SKILLS						RANKS TOTAL	90
	TOTAL	RANKS	ABILITY	TRAINED	MISC		
<input checked="" type="checkbox"/> ACROBATICS	8	1	4	3			
<input checked="" type="checkbox"/> APPRAISE	0		0				
<input checked="" type="checkbox"/> BLUFF	2		2				
<input checked="" type="checkbox"/> CLIMB	8		8				
<input checked="" type="checkbox"/> CRAFT	0		0				
<input checked="" type="checkbox"/> DIPLOMACY	2		2				
<input checked="" type="checkbox"/> DISABLE DEVICE	9	2	4	3			
<input checked="" type="checkbox"/> DISGUISE	2		2				
<input checked="" type="checkbox"/> ESCAPE ARTIST	22	13	4	3	2		
<input type="checkbox"/> FLY	4		4				
<input type="checkbox"/> HANDLE ANIMAL			2				
<input type="checkbox"/> HEAL	0		0				
<input checked="" type="checkbox"/> INTIMIDATE	23	15	2	3	3		
<input checked="" type="checkbox"/> KN: (engineering)			0				
<input checked="" type="checkbox"/> KN: (local)			0				
<input checked="" type="checkbox"/> KN: (arcana)	4	1	0	3			
<input checked="" type="checkbox"/> KN: (planes)	18	15	0	3			
<input type="checkbox"/> KN:			0				
<input checked="" type="checkbox"/> LINGUISTICS			0				
<input checked="" type="checkbox"/> PERCEPTION	17	14	0	3			
<input checked="" type="checkbox"/> PERFORM	2		2				
<input checked="" type="checkbox"/> PROF:			0				
<input type="checkbox"/> RIDE	4		4				
<input checked="" type="checkbox"/> SENSE MOTIVE	16	13	0	3			
<input checked="" type="checkbox"/> SLEIGHT OF HAND			4				
<input type="checkbox"/> SPELLCRAFT			0				
<input checked="" type="checkbox"/> STEALTH	27	15	4	3	5		
<input type="checkbox"/> SURVIVAL	0		0				
<input checked="" type="checkbox"/> SWIM	8		8				
<input checked="" type="checkbox"/> USE MAGIC DEVICE	6	1	2	3			
<input type="checkbox"/>							
<input type="checkbox"/>							
<input type="checkbox"/>							
<input type="checkbox"/>							
<input type="checkbox"/>							
<input type="checkbox"/>							

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
 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
 Skill Focus (Intimidate) & (Stealth) +3 & bonus rank/lvl
 Stealthy: +2 Escape Artist & Stealth
 Dream Strike (Horrifying Strike) (Ex) attack 1/rnd
 foe must make Will save DC = 10+lvl/2+Cha Mod or frightened 1d4 rnds
 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)
 Dream Infiltrator (Sp): cast dream scan or dream travel (1/day)

EXPERIENCE SLOW MEDIUM FAST 635,000 / 890,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
30					

INIT 4 = 4 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 +4	7	4	0	15	Lt	12.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
tentacles (x8)	+19+2+1	1d6+8+2	19-20,x2	10	B		lethal or non-lethal
bite	+19	1d6+8	20,x2		P		
dream strike slam	+19	1d10+12	20,x2		B		+frightened

FEATS & SPECIAL ABILITIES			
NAME	USES/DAY	USED	
Tentacle Feats:			
Lethal Tentacles: tentacle attacks do lethal or non-lethal damage			
Tentacular Grab (Ex) - after successful tentacle attack, grab			
Tentacular Constrict (Ex) - constrict grappled foe			
Tentacular Strangle (Ex) - strangle grapple foe			
Improved Natural Attack - Increase tentacle damage die to d6			
Improved Critical - Double threat range of tentacle attack			

FEATS & SPECIAL ABILITIES			
NAME	USES/DAY	USED	
Rogue Talents:			
Fast Stealth: Move at full speed while using Stealth			
Bleeding Attack: Cause foes damaged by dream strike to bleed			
Weapon Focus: Tentacles +1 attack			
Silencing Strike: Foes damaged by dream strike are silent for 1 rnd (1/day/lvl)			
Combat Trick: Power Attack: -2 attack for +4 damage			
Dispelling Attack: Cast dispel magic on targets damaged by sneak attack			
Petrifying Strike: Slam Attack does 2 Dex damage			

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT
	leather hide armor +4			
	tentacular band: +2, tentacular attacks are considered magical			
	- for purposes of overcoming resistance			
	tentacular band of giant strength + 4			

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT

WORN MAGIC ITEM EQUIPMENT	
EQUIPMENT SLOTS FOR MAGIC ITEMS	
BELT:	
BODY:	
CHEST:	
EYES:	
FEET:	
HANDS:	
HEAD:	
HEADBAND:	
NECK:	
RING:	
RING:	
SHOULDERS:	
WRIST:	

BAGS & CONTAINERS			
#	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY			
	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD			
SILVER			
COPPER			

TREASURE CARRIED		
#	TREASURE	WEIGHT

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
12.0	0.0	0.0		12.0

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N MODIFIED LOAD	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
306	613	919			919	1838
0	0			0	0	0
CURRENT LOAD			LIGHT <input checked="" type="checkbox"/>	MEDIUM <input type="checkbox"/>	HEAVY <input type="checkbox"/>	