

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	32	11	16	2	8	6
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	
182	162	20	Dreamthief (Rogue)	15	120	20	6	12	6	20	
NONLETHAL HP DAM											
TEMPORARY HP											
TOTAL HP	182	FAVORED CLASS	Dreamthief	TOTALS	15	120	20	6	12	6	20

ABILITY SCORE & RACIAL NOTES

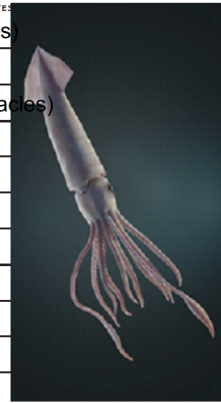
CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	22	-10+	8	0	4					
TOUCH	14	-10+			4					
FLAT-FOOT	18	-10+	8	0	0					

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

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	8	6	2			
REF	16	12	4			
WILL	6	6	0			

COMBAT NOTES
 first attack (4 tentacles) @ +15 BAB
 second attack (4 tentacles) @ +10 BAB
 third attack (N.A.) @ +5 BAB



ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	26	15		11		
RANGED	19	15		4		
CMB	26	15	STR	11		
CMD	40	-10+	15	0	15	

SKILLS						RANKS TOTAL	120
	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	11		11			
<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	27	18	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	28	20	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	23	20	0	3		
<input type="checkbox"/> KN:	INT			0			
<input checked="" type="checkbox"/> LINGUISTICS	INT			0			
<input checked="" type="checkbox"/> PERCEPTION	WIS	22	19	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	21	18	0	3		
<input checked="" type="checkbox"/> SLEIGHT OF HAND	DEX			4			
<input type="checkbox"/> SPELLCRAFT	INT			0			
<input checked="" type="checkbox"/> STEALTH	DEX	32	20	4	3	5	
<input type="checkbox"/> SURVIVAL	WIS	0		0			
<input checked="" type="checkbox"/> SWIM	STR	11		11			
<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

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
All melee attacks are dreamstrikes	Skill Focus (Intimidate) & (Stealth) +3 & bonus rank/lvl
+2 feats & +3 rogue talents	Stealthy: +2 Escape Artist & Stealth
Tiring & Exhausting Critical: Critical hits cause -6 Str & -6 Dex	Dream Strike (Horrorifying Strike) (Ex) attack 1/rnd
Critical Focus +4 to confirm critical hits	foe must make Will save DC = 10+lvl/2+Cha Mod or frightened 1d4 rnds
Improved Natural Attack - Increase slam damage die to d10	Evasion & Improved Evasion: Reflex save no damage, failed half dam
Frightful Attack (Su): Dream Strike leaves frightened	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 --> covered	& if dying in dream, wake up fatigued
duration: while inside rad or (lvl/2) rnds after leaving	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 3,600,000 /

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	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 +5	8	4	0	15	Lt	12.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
tentacles (x8) (dreamstrike)	+26+4+1	1d6+11+4	19-20,x2	15	B		lethal or non-lethal+frightened
bite (dreamstrike)	+26	1d6+11	20,x2		P		+frightened
dream strike slam	+26	1d10+16	20,x2		B		+frightened
all dream strike attacks cast dispel magic & cause +10 bleeding							
all dream strike attacks do 2 Dex & 2 Str damage							

