

Hebeloma				
PLAYER				
4'0"	60 lbs	none	red	black/white
HEIGHT	WEIGHT	HAIR	EYES	SKIN
Songli Sea				
HOMELAND & BACKGROUND OCCUPATION				



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

ABILITY SCORE							HITPOINTS							CLASS RECORDER									
ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP	CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS						
STR	16	3	16				14	13	1	Slayer	1	6	1	2	2	0	1						
DEX	20	5	18	2																			
CON	16	3	14	2																			
INT	10	0	12	-2																			
WIS	10	0	10				NONLETHAL HP DAM																
CHA	10	0	10				TEMPORARY HP																
							TOTAL HP	14	FAVORED CLASS	Slayer	TOTALS	1	6	1	2	2	0	1					

  

CONDITIONS & MISCELLANEOUS TRACKING										SKILLS						
										TOTAL					RANKS TOTAL	
										TOTAL	RANKS	ABILITY	TRAINED	MISC		
ABILITY SCORE & RACIAL NOTES										* <input checked="" type="checkbox"/> ACROBATICS *					DEX	
										0	1	5	3			

ARMOR CLASS		TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	23	+10	6	0	5	1	1				
TOUCH	17	+10			5	1	1				
FLAT-FOOT	17	+10	6	0	0	1					

  

COMBAT NOTES & MODIFIERS	
ARMOR CHECK PENALTY	0
MAXIMUM DEX	5
SPELL FAILURE	25%

  

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	5	2	3			
REF	7	2	5			
WILL	0	0	0			

  

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	5	1		3	1	
RANGED ATTACK MODIFIER	7	1		5	1	
CMB	5	1	DEX	5	1	-2
CMD	20	+10	BAB	DODGE & DEFLECT	STR & DEX	8

[illegible]

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	
Race: Squawk (Humanoid: Amphibious Anthromorph) (CSBBB-213)	Class: Slayer HD: d10; skills 6+Int Mod (ACG)
Racial Buoyancy -20; Depth Tolerance: 1500'	Weapon Prof: all simple & martial weapons
Lunged: Air-breather; Amphibious water for 1/2 hr/Con	Armor Prof: light & medium armor & shields
Bestial Senses +2 Perception	Studied Target (Ex): As move action, study gain +1 attack, dam & skills vs foe
Small +1 attack; +1 AC; -1 CMB; -1 CMD; +4 Stealth	Track (Ex) +1/2 to Survival (track) checks
Battle Training: +1 Dodge AC; +1 CMD	
Hardy: +2 save vs poison, spells and spell-like abilities	
Insulated Hide: Unhampered by cold environments	
Weapon Familiarity: Proficient with skith	
	bloodied beak: bite attack
	Sorasel Style: Miss with skith; retry w/ acrobatics check vs AC

ARMOR & WEAPONS							
ARMOR NAME & DESCRIPTION		AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR	lesser breastplate of the deep	6	5	0	25	Med	15.0
SHIELD							

Weapon Name & Description	Attack Modifiers	Damage	Critical	Range	Type	Weight	Ammo & Notes
skith (scythe)	+5	2d3+4	20,x4		S		
crossbow	+7	1d6+3	19-20,x2	80	P	4.0	
bite	+5	1d3+3	20,x2		S		

[illegible][illegible]

BAGS & CONTAINERS									
36	CONTAINER				VOLUME/WEIGHT LIMIT/NOTES				WEIGHT
CURRENCY									
PLATINUM	CARRIED	CARRIED WGT N/A		STORED					
GOLD									
SILVER									
COPPER									
TREASURE CARRIED									
36	TREASURE								WEIGHT
LOADS & LIFT									
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD		N		LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH	
77	153	230				230	460	1150	
0	0			MODIFIED LOAD		0	0	0	
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/>		MEDIUM <input type="checkbox"/>		HEAVY <input type="checkbox"/>			