

Mua  
 CHARACTER  
 Free-Minded Melusine Medium Male  
 RACE & LA SIZE GENDER  
 33 Chaotic Neutral Dagon  
 AGE ALIGNMENT DEITY  
 LANGUAGES: Common, Aquan, Abyssal

Hebeloma  
 PLAYER  
 12'0" 350 lbs none  
 HEIGHT WEIGHT HAIR EYES SKIN  
 Antarkos Ocean  
 HOMETLAND & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
<b>STR</b>	18	4	18			
<b>DEX</b>	14	2	14			
<b>CON</b>	18	4	16	2		
<b>INT</b>	12	1	10	2		
<b>WIS</b>	10	0	10			
<b>CHA</b>	10	0	12	-2		

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
17	16	1	Barbarian	1	5	1	2	0	0	1
TOTAL HP			TOTALS							
TOTAL HP			TOTALS							

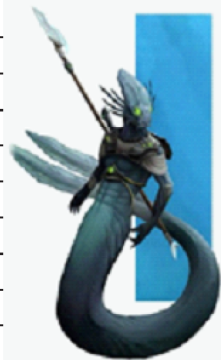
ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	20	-10+	6	2	2					
<b>TOUCH</b>	12	-10+		2						
<b>FLAT-FOOT</b>	18	-10+	6	2	0					

SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
<b>FORT</b>	6	2	4			
<b>REF</b>	2	0	2			
<b>WILL</b>	0	0	0			

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
<b>MELEE</b>	5		4			
<b>RANGED</b>	3		2			
<b>CMB</b>	5	1	STR	4		
<b>CMD</b>	17	-10+	B1B	0	STR & DEX	6



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

Race: Free-Mind Melusine (Humanoid: Aquatic, Merfolk, Psionic) (CSBBB-143) Class: Barbarian HD: d12; skills 4+Int Mod (CRB)  
 Racial Buoyancy -170; Depth Tolerance: 3,000 feet Weapon Prof: all simple & martial weapons  
 Fast Swim Speed: swim 40 ft; land 5 ft; darkvision 60 ft Armor Prof: light & medium armor & shields  
 Light Sensitivity: dazzled in bright light Fast Movement (Ex) +10' swim speed  
 Pressure Sensitive (300 feet): Suffer in Low Pressure Rage: 4 + Con Mod = 10 mds/day  
 Gilled: Water-breather; suffocate in air after 2\*Con mds +4 Str, +4 Con, +2 hp/lvl, +2 Will, -2 AC  
 Compound Eyes: +2 Perception  
 Psionically Attuned: Wild Talents  
 Psionic Aptitude: could take power point for favored class bonus  
 Resilience: reduce damage 2 hp per 1 power points

SKILLS						RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC		5
<input checked="" type="checkbox"/> ACROBATICS	DEX	4	1	2	3	
<input type="checkbox"/> APPRAISE	INT	1		1		
<input type="checkbox"/> BLUFF	CHA	0		0		
<input checked="" type="checkbox"/> CLIMB	STR	2		4		
<input checked="" type="checkbox"/> CRAFT	INT	1		1		
<input type="checkbox"/> DIPLOMACY	CHA	0		0		
<input type="checkbox"/> DISABLE DEVICE	DEX			2		
<input type="checkbox"/> DISGUISE	CHA	0		0		
<input type="checkbox"/> ESCAPE ARTIST	DEX	0		2		
<input type="checkbox"/> FLY	DEX	0		2		
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA	4	1	0	3	
<input type="checkbox"/> HEAL	WIS	0		0		
<input checked="" type="checkbox"/> INTIMIDATE	CHA	0		0		
<input checked="" type="checkbox"/> KN: nature	INT			1		
<input type="checkbox"/> KN:	INT			1		
<input type="checkbox"/> KN:	INT			1		
<input type="checkbox"/> KN:	INT			1		
<input type="checkbox"/> KN:	INT			1		
<input type="checkbox"/> KN:	INT			1		
<input type="checkbox"/> LINGUISTICS	INT			1		
<input checked="" type="checkbox"/> PERCEPTION	WIS	6	1	0	3	2
<input type="checkbox"/> PERFORM	CHA	0		0		
<input type="checkbox"/> PROF:	WIS			0		
<input checked="" type="checkbox"/> RIDE	DEX	0		2		
<input type="checkbox"/> SENSE MOTIVE	WIS	0		0		
<input type="checkbox"/> SLEIGHT OF HAND	DEX			2		
<input type="checkbox"/> SPELLCRAFT	INT			1		
<input type="checkbox"/> STEALTH	DEX	0		2		
<input checked="" type="checkbox"/> SURVIVAL	WIS	4	1	0	3	
<input checked="" type="checkbox"/> SWIM	STR	6	1	4	3	
<input type="checkbox"/> USE MAGIC DEVICE	CHA			0		
<input type="checkbox"/>	STR					
<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 SLOW  MEDIUM  FAST  0 / 2,000

SPEED					
BASE	FLY	SWIM	CLIMB	MISC	
5		50			
<b>INIT</b>	2	=	2	DEX MOD	+ MISC MOD
<b>HERO</b>					
<b>SR</b>			<b>DR</b>		
<b>RESISTANCES</b>					
<b>POOL POINTS</b>					

**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 heavy wooden shield	2		-2	15		10.0

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
glaive-guisarme	+5	1d10+7	20,x3		S	10.0	reach

