

Talab Albawwaba

Hebeloma

CHARACTER: Hovering Squid, Medium, female, 7'3", 295 lbs, none, yellow, pale pink, Astral Plane



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

LANGUAGES: Aboleth; cannot speak (telepathy), + 11 additional languages listed below

Ability Score table with columns for STR, DEX, CON, INT, WIS, CHA and rows for Total, Mod, Base, Enhance, Misc, Temp.

HITPOINTS and CLASS RECORDER table showing current HP (47), HP GAINED (42), HD (5), Class Name (Portal Seeker), BAB (3), Skill (60), FC HPS (5), Fort (1), Ref (4), Will (4), Levels (5).

ABILITY SCORE & RACIAL NOTES

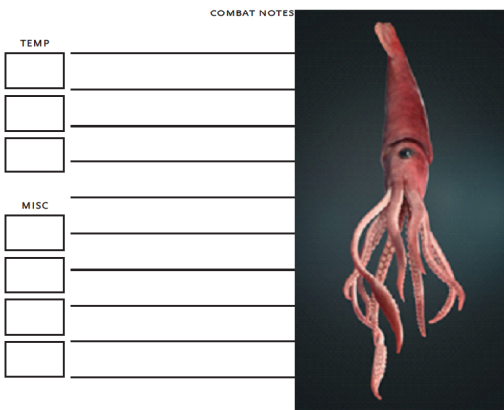
CONDITIONS & MISCELLANEOUS TRACKING

SKILLS table header with RANKS TOTAL 60

ATTACKS & DEFENSE table with columns for AC (19), TOUCH (16), FLAT-FOOT (19), Dodge, Natural, Deflect, Misc, Temp.

SKILLS table listing various skills like Acrobatics, Appraise, Bluff, Climb, Craft, Diplomacy, Disguise, Escape Artist, Fly, Handle Animal, Heal, Intimidate, Knowledge, Linguistics, Perception, Perform, Prof, Ride, Sense Motive, Sleight of Hand, Spellcraft, Stealth, Survival, Swim, Use Magic Device with ranks and bonuses.

SAVING THROWS table with columns for Fort (3), Ref (7), Will (4), Class Base, Ability, Enhance, Misc, Temp.



ATTACKS table with columns for Melee (5), Ranged (6), CMB (9), CMD (18), Base Attack Bonus, Temp, Ability, Size, Misc.

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

Hovering Squid (Aberration) (PPPH:Hovering Squid) Class: Investigator (ACG) HD: d8 skills 6 + Int Mod darkvision 60; other sight: perceive through other's eyes Racial Skill: +4 Knowledge(all) Spell-like Ability: Levitate (self only, constant, no concentration) Special Quality: Hover Telepathy: 100'

Weapon Prof: simple weapons, hand crossbow, rapier, sap, shortbow, short sword, sword cane; Armor Prof: Light Armor, No shields Alchemy (Su): +1v1 (Craft Alchemy) & identify potion as detect magic Extracts - spells are extracts Inspiration: pool = lvl/2 + Int Mod = 8 points/day +1d6 to any skill check/pool point +1d6 Knowledge/Linguistics/Spellcraft (no points), trained only Archetype: Portal Seeker (PA-18) Hunt Portal (Sp): find portals w/in 60' DC 20 knowledge planes Spectroscopic Vision (x3) grant other sight through 4 creatures grants +2 attack, +1 dodge AC & immune flanking & sneak when others present Resist Teleportation: +x=3 save vs teleportation; imprisonment Portal Lore: Knowledge (planes) check to determine destination plane, if check > 5 location & f check > 10 keyword or key

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 table showing 15,000 / 23,000

SPEED, INIT, HERO, SR, DR, RESISTANCES, POOL POINTS table

ARMOR & WEAPONS

Armor table with columns for AC Bonus, Max Dex, Penalty, Spell Fail, Type, Weight. Item: eel hide armor.

Weapon table with columns for Weapon Name & Description, Attack Modifiers, Damage, Critical, Range, Type, Weight, Ammo & Notes. Items: tentacles (x8), bite.

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED
Languages: (cannot speak; telepathy)		
Native: Aboleth;	1	
Abyssal, Aklo	2	
Celestial, Cyclops, Draconic	3	
Giant, Infernal,	2	
Necril, Protean	2	
Sphinx, Sylvan	2	
<b>Total</b>	<b>12</b>	

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED
Investigator Talents:		
Quick Study: Studied Combat as Swift Action		
Prolonged Study: Effects of Studied Combat last for 2xInt Mod rounds		

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT
	Headband of Vast Intelligence +2			
	Cloak of Clever Defense - add Int Mod (rather than Dex Mod) to AC			

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			

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

TREASURE CARRIED						
#	TREASURE					WEIGHT

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	<b>N</b>	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
58	116	174		174	348	870
0	0		MODIFIED LOAD	0	0	0

CURRENT LOAD LIGHT  MEDIUM  HEAVY

**SPELLS PER DAY**

CLASS  LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text" value="17"/>	1st	<input type="text" value="5"/>	<input type="text" value="3"/>	<input type="text" value="2"/>	<input type="text"/>	<input type="text"/>
<input type="text" value="18"/>	2nd	<input type="text" value="3"/>	<input type="text" value="1"/>	<input type="text" value="2"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3rd	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4th	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5th	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6th	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CLOSE: 25FT + 5FT / 2 LVL  MEDIUM: 100FT + 10FT / LVL  LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

**BLOODLINES & PATRONS**

BLOODLINE/PATRON   
 BLOODLINE/PATRON

**DOMAINS**

DOMAIN   
 SUBDOMAIN   
 DOMAIN   
 SUBDOMAIN   
 DOMAIN   
 SUBDOMAIN

**WIZARD SPECIALITY SCHOOL**

SPECIALITY   
 FOCUSED   
 PROHIBITED   
 PROHIBITED

**SPELLS PER DAY**

CLASS  LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	1st	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2nd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3rd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CLOSE: 25FT + 5FT / 2 LVL  MEDIUM: 100FT + 10FT / LVL  LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

**SPELLS**

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
1			Cure Light Wounds - Cures 1d8 damage + 1/level (max +5).	Conjuration					
1			Endure Elements - Exist comfortably in hot or cold regions.	Abjuration					
1			Illusion of Calm - You appear to be standing still, even when you take some actions.	Illusion					
1			Touch of the Sea - Swim speed becomes 30 ft	Transmutation					
1			True Strike - +20 on your next attack roll.	Divination					
2			Evolutionary Regression - gain swim 60' & jet 240'	Transmutation	10 min./lvl				
2			Bear's Endurance - Subject gains +4 to Con for 1 min./level.	Transmutation					
2			Barkskin - Grants +2 (or higher) enhancement to natural armor	Transmutation					
2			Bull's Strength - Subject gains +4 to Str for 1 min./level.	Transmutation					
2			Cat's Grace - Subject gains +4 to Dex for 1 min./level.	Transmutation					
2			Cure Moderate Wounds - Cures 2d8 damage + 1/level (max +10).	Conjuration					
2			Delay Disease - Gain immunity to disease for 24h.	Conjuration					
2			Eagle's Splendor - Subject gains +4 to Cha for 1 min./level.	Transmutation					
2			Elemental Touch - Gain energy damage touch attack.	Evocation					
2			Fox's Cunning - Subject gains +4 to Int for 1 min./level.	Transmutation					
2			Invisibility - Subject is invisible for 1 min./level or until it attacks.	Illusion					
2			Owl's Wisdom - Subject gains +4 to Wis for 1 min./level.	Transmutation					
2			Perceive Cues - +5 Perception and Sense Motive 10 min./level.	Transmutation					
2			Protection from Arrows - Subject gains DR 10/magic against ranged attacks.	Abjuration					
2			Resist Energy - Ignores first 10 (or more) points of damage per attack from specified energy type.	Abjuration					
2			Restoration, Lesser - Dispels magical ability penalty or repairs 1d4 ability damage.	Conjuration					