

Talab Albawwaba

Hebeloma

CHARACTER: Hovering Squid Medium female 7'3" 295 lbs none yellow pale pink
RACE & LA SIZE GENDER HEIGHT WEIGHT HAIR EYES SKIN
AGE ALIGNMENT DEITY Astral Plane
HOMELAND & BACKGROUND OCCUPATION



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

LANGUAGES: Aboleth; cannot speak (telepathy), + 18 additional languages listed below

Ability Score table with columns: ABILITY SCORE, TOTAL, MOD, BASE, ENHANCE, MISC, TEMP. Rows: STR (14, 2, 12, 2), DEX (16, 3, 18, -2), CON (14, 2, 14), INT (26, 8, 16, 2, 4, 4), WIS (10, 0, 10), CHA (10, 0, 10)

HITPOINTS table with columns: CURRENT HP (92), HP GAINED (82), HD (10), CLASS NAME (Portal Seeker (Investigator)), BAB (7), SKILL (140), FC HPS (10), FORT (3), REF (7), WILL (7), LEVELS (10). Includes FAVORED CLASS: Portal Seeker.

CLASS RECORDER table with columns: CLASS NAME, BAB, SKILL, FC HPS, FORT, REF, WILL, LEVELS. Row: Portal Seeker (Investigator) 7 140 10 3 7 7 10

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

SKILLS table with columns: SKILL, DEX, INT, CHA, WIS, STR, TOTAL, RANKS, ABILITY, TRAINED, MISC. Total Ranks: 140

ATTACKS & DEFENSE

Armor Class table with columns: ARMOR CLASS, TOTAL, ARMOR, SHIELD, DEX, SIZE, DODGE, NATURAL, DEFLECT, MISC, TEMP. Rows: AC (20), TOUCH (16), FLAT-FOOT (20)

COMBAT NOTES

Saving Throws table with columns: SAVING THROWS, TOTAL, CLASS BASE, ABILITY, ENHANCE, MISC, TEMP. Rows: FORT (5), REF (10), WILL (7)

second attack @ +2 BAB



Attacks table with columns: ATTACKS, TOTAL, BASE ATTACK BONUS, TEMP, ABILITY, SIZE, MISC. Rows: MELEE (9), RANGED (10), CMB (15), CMD (22)

FEATS & 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'

Lethal Tentacles: Tentacle attack do lethal or non-lethal damage
Arcane Accuracy: Use 1 Inspiration Point to add Int Mod to attack rolls for 1 rnd
Swift Alchemy: Create alchemical items in half time; apply poison as move
Studied Combat: Use move to study; add lv/2 to attack & damage rolls
Keen Recollection: attempt knowledge checks untrained
Trap Sense: +x=3 Reflex save & Dodge AC vs traps
Transit Portals: create portals w/ range x=20 ft; (lv/day)

Skills table with columns: SKILL, DEX, INT, CHA, WIS, STR, TOTAL, RANKS, ABILITY, TRAINED, MISC. Includes 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.

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 [x] FAST [x] 105,000 / 155,000

ARMOR & WEAPONS

Armor table with columns: ARMOR NAME & DESCRIPTION, AC BONUS, MAX DEX, PENALTY, SPELL FAIL, TYPE, WEIGHT. Row: el hide armor +1 (4, 4, 0, 15, Lt, 12.0)

Weapons table with columns: WEAPON NAME & DESCRIPTION, ATTACK MODIFIERS, DAMAGE, CRITICAL, RANGE, TYPE, WEIGHT, AMMO & NOTES. Rows: tentacles (x8) (+5, 1d4+8, 20,x2, 10, B, non-lethal or lethal), bite (+5, 1d6+2, 20,x2, P)

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED
Languages: (cannot speak; telepathy)		
Native: Aboleth;	1	
Abyssal, Aklo, Aquan, Auran	4	
Celestial, Cyclops, Draconic, Elven	4	
Giant, Gnome, Ignan, Infernal,	4	
Necril, Protean	2	
Sphinx, Sylvan, Terran, Undercommon	4	
Total	19	

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		
Studied Defense: Use attack bonus instead for AC vs studied foe		
+1 bonus feat		

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT
	Headband of Vast Intelligence +4			
	Cloak of Clever Defense - add Int Mod (rather than Dex Mod) to AC			
	Tentacular Ring of Focused Attack - add Int Mod rather than Str Mod to tentacle damage			
	Tentacular Band of Astral Plane Shifting - See PPPH Hovering Squid page			

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	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
58	116	174		174	348	870
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/>		MEDIUM <input type="checkbox"/>		HEAVY <input type="checkbox"/>

SPELLS PER DAY

CLASS **Portal Seeker** LEVEL **10**

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
19	1st	7	5	2		
20	2nd	6	4	2		
21	3rd	5	3	2		
22	4th	3	1	2		
	5th			1		
	6th			1		
	7th			1		
	8th			1		
	9th					

CLOSE: 25FT + 5FT / 2 LVL **50** MEDIUM: 100FT + 10FT / LVL **200** LONG: 400FT + 40FT / LVL **800**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS 0				

BLOODLINES & PATRONS

BLOODLINE/PATRON

BLOODLINE/PATRON

DOMAINS

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

WIZARD SPECIALITY SCHOOL

SPECIALITY

FOCUSSED

PROHIBITED

PROHIBITED

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

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

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS 0				

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					

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
3			Grant Other Sight - Grant Hovering Squid's Other Sight ability to other creatures	Trans/Divin					
3			Arcane Sight - Magical auras become visible to you.	Divination					
3			Aura Sight - Alignment auras become visible to you.	Divination					
3			Burst of Speed - You gain increased speed, and your movement ignores attacks of opportunity	Transmutation					
3			Cure Serious Wounds - Cures 3d8 damage + 1/level (max +15).	Conjuration					
3			Displacement - Attacks miss subject 50% of the time.	Illusion					
3			Fly - Subject flies at speed of 60 ft.	Transmutation					
3			Gaseous Form - Subject becomes insubstantial and can fly slowly.	Transmutation					
3			Haste - One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.	Transmutation					
3			Remove Blindness/Deafness - Cures normal or magical blindness or deafness.	Conjuration					
3			Remove Curse - Frees object or person from curse.	Abjuration					
3			Remove Disease - Cures all diseases affecting subject.	Conjuration					
3			Resist Energy, Communal - As resist energy, but you may divide the duration among creatures touched.	Abjuration					
3			Tongues - Speak and understand any language.	Divination					
3			Water Breathing - Subjects can breathe underwater.	Transmutation					
4			Arcane Eye - Invisible floating eye moves 30 ft./round.	Divination					
4			Cure Critical Wounds - Cures 4d8 damage + 1/level (max +20).	Conjuration					
4			Detonate - Inflicts 1d8/level energy damage to all creatures within 15 ft.	Evocation					
4			Fluid Form - Gain DR 10/slashing, increases reach 10 ft., and breathe water.	Transmutation					
4			Invisibility, Greater - As invisibility, but subject can attack and stay invisible.	Illusion					
4			Miasmatic Form - As gaseous form except your turn into a stinking or poison cloud.	Transmutation					
4			Neutralize Poison - Immunizes subject against poison, detoxifies venom in or on subject.	Conjuration					
4			Restoration - Restores level and ability score drains.	Conjuration					
4			Stoneskin - Grants DR 10/adamantine.	Transmutation					
4			Tongues, Communal - As tongues, but you may divide the duration among creatures touched.	Divination					
4			Touch of Slime - Touch infests a target with green slime.	Conjuration					
4			Universal Formula - Acts as any extract 3rd level or lower.	Transmutation					