

Taqfir Aldhakira

Hebeloma

CHARACTER
Hovering Squid Medium male
RACE & LA SIZE GENDER
111 Neutral None
AGE ALIGNMENT DEITY

PLAYER
7'2" 286 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); Draconic, Sylvan, Cyclops, Sphinx

Ability Score table with columns: ABILITY SCORE, TOTAL, MOD, BASE, ENHANCE, MISC, TEMP. Rows: STR, DEX, CON, INT, WIS, CHA.

HITPOINTS

Hitpoints table with columns: CURRENT HP, HP GAINED, HD, NONLETHAL HP DAM, TEMPORARY HP, TOTAL HP. Value: 42

CLASS RECORDER

Class Recorder table with columns: CLASS NAME, BAB, SKILL, FC HPS, FORT, REF, WILL, LEVELS. Class: Mnemostiller (Alchemist)

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

Attacks & Defense table with columns: ARMOR CLASS, TOUCH, FLAT-FOOT, AC, BONUS, PENALTY, DODGE, NATURAL, DEFLECT, MISC, TEMP.

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

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

Attacks table with columns: ATTACKS, TOTAL, BASE ATTACK BONUS, TEMP, ABILITY, SIZE, MISC. Rows: MELEE, RANGED, CMB, CMD.



FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Hovering Squid (Aberration) (PPPH:Hovering Squid)
darkvision 60; other sight: perceive through other's eyes
Racial Skill: +4 Intimidation
Spell-like Ability: Levitate (self only, constant, no concentration)
Special Quality: Hover
Telepathy: 100'

Class: Alchemist (APG) HD: d8 skills: 4 + Int Mod
Archetype: Mnemostiller (DR-52)
Weapon Prof: All Simple & Bombs
Armor Prof: Light Armor, no shields
Mental Ambix: Alchemy of the Mind (Cha based) & cast Detect Thoughts (Cha Mod/day)
Rasugen: +2 all saves +lvl temp hp, -2 Int, no Int skills for 10 min/lvl
Anguish bombs: bombs do psychic dam +Cha Mod & if damaged, +1/2 damage/lvl (lvl + Int Mod/day)
Bonus Feat: brew potion
Lethal Anguish Bombs - lethal or nonlethal dam
Swift Alchemy - create alchemical items in half time
Ink Cloud - emit 5' gaseous cloud of ink as free action (1/min)
Improved Initiative +4
Natural Empath (Ex): Infusion: others can take extracts

SKILLS

Skills table with columns: SKILL, TOTAL, RANKS, ABILITY, TRAINED, MISC. Rows: ACROBATICS, APPRAISE, BLUFF, CLIMB, CRAFT, DIPLOMACY, DISGUISE, ESCAPE ARTIST, FLY, HANDLE ANIMAL, HEAL, INTIMIDATE, KN, 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] 15,000 / 23,000

Speed, Initiative, Hero, SR, DR, Resistances, Pool Points table.

ARMOR & WEAPONS

Armor & Weapons table with columns: ARMOR NAME & DESCRIPTION, AC BONUS, MAX DEX, PENALTY, SPELL FAIL, TYPE, WEIGHT. Row: eel hide armor +1

Weapons table with columns: WEAPON NAME & DESCRIPTION, ATTACK MODIFIERS, DAMAGE, CRITICAL, RANGE, TYPE, WEIGHT, AMMO & NOTES. Rows: tentacles (x8) (w/ tentacular ring), bite

SPELLS PER DAY

CLASS **MnemoStiller** LEVEL **5**

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
16	1st	6	4	2		
17	2nd	3	2	1		
	3rd			1		
	4th			1		
	5th			1		
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL **35**
 MEDIUM: 100FT + 10FT / LVL **150**
 LONG: 400FT + 40FT / LVL **600**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
0				

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
	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
0				

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
1			Bomber's Eye: +10 range +1 attack for bombs	Transmutation	1 rnd/lvl				
1			Enlarge Person - Humanoid creature doubles in size.	Transmutation					
1			Reduce Person - Humanoid creature halves in size.	Transmutation					
1			Targeted Bomb Admixture - Doubles Cha Mod bomb damage bonus but no splash	Transmutation	1 rnd/lvl				
1			Expeditious Retreat - Your base speed increases by 30 ft.	Transmutation					
1			Mindlink - Communicate a great deal of information in an instant.	Divination					
1			Placebo effect - target ceases to feel the ill effects of a single affliction or condition	Illusion					
1			Thought echo - Replace surface thoughts with a mental echo	Illusion					
2			Aura Alteration - Alter creatures or object's aura	Illusion					
2			Detect Mindscape - Sense the presence and attributes of mindscapes	Divination					
2			Alter Self - Assume form of a Small or Medium humanoid.	Transmutation					
2			Fire Breath - Exhale a cone of flame at will.	Evocation					
2			Bear's Endurance - Subject gains +4 to Con for 1 min./level.	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			Eagle's Splendor - Subject gains +4 to Cha for 1 min./level.	Transmutation					
2			Fox's Cunning - Subject gains +4 to Int for 1 min./level.	Transmutation					
2			Owl's Wisdom - Subject gains +4 to Wis for 1 min./level.	Transmutation					
2			Invisibility - Subject is invisible for 1 min./level or until it attacks.	Illusion					
2			Mindscape Door - Create Entrance to or Exit from Mindscape	Illusion					

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