

Taqir 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

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

HITPOINTS

Table with columns: CURRENT HP, HP GAINED, HD. Values: 82, 72, 10.

CLASS RECORDER

Table with columns: CLASS NAME, BAB, SKILL, FC HPS, FORT, REF, WILL, LEVELS. Row: Mnemostiller (Alchemist).

Table with columns: ABILITY SCORE & RACIAL NOTES

Table with columns: CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

Table with columns: ARMOR CLASS, TOTAL, ARMOR, SHIELD, DEX, SIZE, DODGE, NATURAL, DEFLECT, MISC, TEMP. Rows: AC, TOUCH, FLAT-FOOT.

Table with columns: ARMOR CHECK PENALTY, MAXIMUM DEX, SPELL FAILURE. Values: 0, 4, 15%.

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

second attack @ +2 BAB

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



FEATS & FEATURES

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
Mind-Delver (Su) - cast Mind Probe (Cha Mod/day)
Natural Empath (Ex): Infusion: others can take extracts

SKILLS

Table with columns: SKILL, TOTAL, RANKS, ABILITY, TRAINED, MISC. Lists various skills like Acrobatics, Appraise, Bluff, etc.

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

Table with columns: EXPERIENCE, SLOW, MEDIUM, FAST. Values: 105,000 / 155,000

Table with columns: SPEED, BASE, FLY, SWIM, CLIMB, MISC. Value: 30

Table with columns: INIT, DEX MOD, MISC MOD. Values: 5, 1, 4

Table with columns: HERO, SR, DR

Table with columns: RESISTANCES

Table with columns: POOL POINTS

ARMOR & WEAPONS

Table with columns: ARMOR NAME & DESCRIPTION, AC BONUS, MAX DEX, PENALTY, SPELL FAIL, TYPE, WEIGHT. Row: eel hide armor +3

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	10	
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
18	1st	7	5	2		
19	2nd	6	4	2		
20	3rd	5	3	2		
21	4th	2	1	1		
	5th			1		
	6th			1		
	7th			1		
	8th					
	9th					

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

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<b>SPELL POINTS</b>	<b>0</b>			

**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
<b>SPELL POINTS</b>	<b>0</b>			

**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						
3			Animal Aspect, Greater - As animal aspect, but you gain two animal qualities.	Transmutation					
3			Arcane Sight - Magical auras become visible to you.	Divination					
3			Assume Appearance - Use a creature's corpse to adopt its form.	Illusion					
3			Aura Sight - Alignment auras become visible to you.	Divination					
3			Beast Shape I - You take the form and some of the powers of a Small or Medium animal.	Transmutation					
3			Bouncing Bomb Admixture - One splashed foe takes full damage	Transmutation					
3			Cure Serious Wounds - Cures 3d8 damage + 1/level (max +15).	Conjuration					
3			Fey Form I - Assume the form of a Small or Medium fey creature.	Transmutation					
3			Fly - Subject flies at speed of 60 ft.	Transmutation					
3			Gaseous Form - Subject becomes insubstantial and can fly slowly.	Transmutation					
3			Monstrous Physique I - Take the form and some of the powers of a Small or Medium monstrous humanoid.	Transmutation					
3			Remove Curse - Frees object or person from curse.	Abjuration					
3			Remove Blindness/Deafness - Cures normal or magical blindness or deafness.	Conjuration					
3			Remove Disease - Cures all diseases affecting subject.	Conjuration					
3			Undead Anatomy I - Take the form and some of the powers of a Small or Medium undead.	Transmutation					

