

Umtyholi  
 CHARACTER: Sahuagin Medium Female  
 RACE & LA: Sahuagin Medium Female  
 AGE: 17 Alignment: Chaotic Neutral Deity: Bokrug, the Water Lizard  
 LANGUAGES: Aquan, Common

Hebeloma  
 PLAYER: Hebeloma  
 HEIGHT: 7'0" WEIGHT: 250 lbs HAIR: none EYES: red SKIN: green & blue  
 HOMELAND & BACKGROUND OCCUPATION: Valashmai Sea



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	16	2		
<b>DEX</b>	18	4	18			
<b>CON</b>	14	2	14			
<b>INT</b>	10	0	10			
<b>WIS</b>	14	2	12	2		
<b>CHA</b>	8	-1	10	-2		

HITPOINTS			CLASS RECORDER									
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS		
11	10	1	Aquatic Beastmaster (Hunter)	0	6	1	2	2	0	1		
TOTAL HP			TOTALS		0	6	1	2	2	0	1	

ABILITY SCORE & RACIAL NOTES

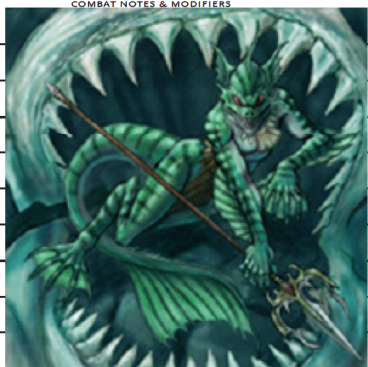
CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	23	-10+	6	0	4		3			
<b>TOUCH</b>	14	-10+			4					
<b>FLAT-FOOT</b>	19	-10+	6	0	0		3			

SKILLS RANKS TOTAL 6

SKILL	DEX	TOTAL	RANKS	ABILITY	TRAINED	MISC
<input type="checkbox"/> ACROBATICS *	DEX	4		4		
<input type="checkbox"/> APPRAISE	INT	0		0		
<input type="checkbox"/> BLUFF	CHA	-1		-1		
<input checked="" type="checkbox"/> CLIMB *	STR	4		4		
<input checked="" type="checkbox"/> CRAFT:	INT	0		0		
<input type="checkbox"/> DIPLOMACY	CHA	-1		-1		
<input type="checkbox"/> DISABLE DEVICE *	DEX			4		
<input type="checkbox"/> DISGUISE	CHA	-1		-1		
<input type="checkbox"/> ESCAPE ARTIST *	DEX	4		4		
<input type="checkbox"/> FLY *	DEX	4		4		
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA	3	1	-1	3	
<input checked="" type="checkbox"/> HEAL	WIS	2		2		
<input type="checkbox"/> INTIMIDATE	CHA	-1		-1		
<input checked="" type="checkbox"/> KN: dungeoneering	INT			0		
<input checked="" type="checkbox"/> KN: geography	INT			0		
<input checked="" type="checkbox"/> KN: nature	INT	4	1	0	3	
<input type="checkbox"/> KN:	INT			0		
<input type="checkbox"/> KN:	INT			0		
<input type="checkbox"/> KN:	INT			0		
<input type="checkbox"/> LINGUISTICS	INT			0		
<input checked="" type="checkbox"/> PERCEPTION	WIS	6	1	2	3	
<input type="checkbox"/> PERFORM:	CHA	-1		-1		
<input checked="" type="checkbox"/> PROF:	WIS			2		
<input checked="" type="checkbox"/> RIDE *	DEX	4		4		
<input type="checkbox"/> SENSE MOTIVE	WIS	2		2		
<input type="checkbox"/> SLEIGHT OF HAND *	DEX			4		
<input checked="" type="checkbox"/> SPELLCRAFT	INT			0		
<input checked="" type="checkbox"/> STEALTH *	DEX	8	1	4	3	
<input checked="" type="checkbox"/> SURVIVAL	WIS	6	1	2	3	
<input checked="" type="checkbox"/> SWIM *	STR	8	1	4	3	
<input type="checkbox"/> USE MAGIC DEVICE	CHA			-1		
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					

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



ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>	4	0		4		
<b>RANGED</b>	4	0		4		
<b>CMB</b>	4	0	STR	4		
<b>CMD</b>	18	-10+	BOB	0	STR & DEFLECT	8

**FEATS & FEATURES**

Sahuagin Monstrous Humanoid (aquatic) (BotS-17) Aquatic Ancestry — amphibious (breathe air or water); swim speed +10  
 Blindsight 30' & Darkvision 60' & Light Blindness  
 Natural Armor +3  
 Fast Swimmer 60'; water-breathing  
 bite attack & claws (x2) (primary)  
 blood frenzy - after damage for 1 min +2 Con & +2 Str, -2 AC (1/day)  
 Speak w/ Sharks - telepathically 100'  
 Hunter HD: d8 skills 6+Int Mod (ACG)  
 Archetype: Aquatic Beastmaster (BotS-22)  
 Animal Focus: orca +2 Str (lvl min/day)  
 Nature Training (Ex): Lvl are both druid & ranger  
 Wild Empathy (Ex): Improve attitude of aquatic animal  
 Weapon Prof: simple and martial weapons  
 Armor Prof: light armor, medium armor, and shields  
 Animal Companion: Eel, Electric: Amanzi Inyoka

**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						

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
30			70		
<b>INIT</b>	4	=	4	DEX MOD	+ MISC MOD
<b>HERO</b>					
<b>SR</b>					
<b>DR</b>					
<b>RESISTANCES</b>					
<b>POOL POINTS</b>					

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
bite	+4	1d4			P/S		
claws (x2)	+4	1d4					
glaive-guisarme	+4	1d10+6	20,x3		S	10.0	brace, reach
heavy crossbow (underwater)	+4	1d10+6	19-20/x2	120	P	8.0	



