

Syvā
 CHARACTER: Deep One Hybrid Medium Male
 RACE & LA: 33 Chaotic Evil Dagon
 AGE: 33 ALIGNMENT: Chaotic Evil DEITY: Dagon
 LANGUAGES: Common, Aklo
 PLAYER: 5'5" 160 gray milky pallid
 HEIGHT: 5'5" WEIGHT: 160 HAIR: gray EYES: milky SKIN: pallid
 HOMELAND & BACKGROUND OCCUPATION: Albatross, Nidal



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	22	6	16	2	4	
DEX	17	3	19	-2		
CON	20	5	18	2		
INT	10	0	10			
WIS	14	2	12	2		
CHA	12	1	14	-2		

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
144	132	10	Fighter	10	20		7	3	3	10	
	12										
TOTAL HP			TOTALS		10	20	0	7	3	3	10

ABILITY SCORE & RACIAL NOTES

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	26	-10+	10	0	3		1		2	
TOUCH	13	-10+			3					
FLAT-FOOT	21	-10+	10	0	0		1			

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	12	7	5			
REF	6	3	3			
WILL	8	3	2		3	

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	16	10		6		
RANGED	13	10		3		
CMB	16	10	STR	6		
CMD	29	-10+	10	0	9	

COMBAT NOTES & MODIFIERS

Second attack BAB +5

FEATS & FEATURES	
CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	
Race: Deep One Hybrid (B5-70)	Power Attack -1 attack for +2 dam, (PCR-131)
Low-Light Vision; Slow Move 20	Cleave - if first attack hits, attack again (PCR-119)
Natural Armor +1 AC	Great Cleave - continue attacks until miss
Sea Longing (Ex) If >10 mi from sea, save vs Will or lose 1 Wis (B5-70)	Vital Strike dam x2 on one attack
Take to the Water (Ex) +2 init/refl in water; hold breath 10x	Improved Vital Strike dam x3 on one attack
Final Change (Su) at age 60, transform into Deep One (B5-68)	Weapon Focus - Guisarme +1 attack
Class: Fighter (PCR-55) HD: d8 Skills 2+Int Mod	Greater Weapon Focus +1 attack
Weapon & Armor Prof: All	Weapon Specialization +2 damage
Bravery +3 Will saves vs fear (PCR-55)	Improved Initiative +4
Armor Training (Ex) reduce armor penalties (PCR-55)	Toughness - extra hp +2+lv
Weapon Training polearms +2, axes +1 (PCR-56)	

SKILLS					RANKS TOTAL	
TOTAL	RANKS	ABILITY	TRAINED	MISC	20	
ACROBATICS	3	DEX	3			
APPRAISE	0	INT	0			
BLUFF	1	CHA	1			
CLIMB	10	STR	6	3		
CRAFT: fishing lures	4	INT	0	3		
DIPLOMACY	1	CHA	1			
DISABLE DEVICE		DEX	3			
DISGUISE	1	CHA	1			
ESCAPE ARTIST	3	DEX	3			
FLY	3	DEX	3			
HANDLE ANIMAL	5	CHA	1	1	3	
HEAL	2	WIS	2			
INTIMIDATE	6	CHA	2	1	3	
KN: dungeoneering	4	INT	1	0	3	
KN: engineering	4	INT	1	0	3	
KN:		INT	0			
KN:		INT	0			
KN:		INT	0			
KN:		INT	0			
LINGUISTICS		INT	0			
PERCEPTION	2	WIS	2			
PERFORM:	1	CHA	1			
PROF: fisherman	15	WIS	10	2	3	
RIDE	7	DEX	1	3	3	
SENSE MOTIVE	2	WIS	2			
SLEIGHT OF HAND		DEX	3			
SPELLCRAFT		INT	0			
STEALTH	3	DEX	3			
SURVIVAL	6	WIS	1	2	3	
SWIM	18	STR	1	6	3	8
USE MAGIC DEVICE		CHA	1			
		STR				
		STR				
		STR				
		STR				
		STR				

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 105,000 / 105,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
20	20		30		
INIT	7	=	3	DEX MOD	+ 4
HERO					
SR					
DR					
RESISTANCES					
POOL POINTS					

ARMOR & WEAPONS						
ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
Banded Mail of Dagon's Devoted +3	10	3	0		H	5.0

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Guisarme of the Deep Ones +3	+16+2+2+3	2d4+6+2+2+3+1d6 acid	19-20,x3		S	12.0	x3 dam on first attack

