Bola Mata Hebeloma Viden Oculus Small Female 3'8" 55 lbs purple/gold none turquoise EYES RACE & LA SIZE GENDER WEIGHT HAIR SKIN Dagon Chaotic Neutral 111 Antarkos Ocean Common, Aquan, Abyssal, Aboleth Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012 **HITPOINTS CLASS RECORDER** ARILITY SCORE 8 -1 10 -2 **STR** 9 1 Oracle 0 6 1 0 4 2 18 16 DEX 12 1 12 CON NONLETHAI 2 INT 14 14 12 1 2 WIS 10 0 6 1 0 TOTAL HP 10 Oracle **TOTALS** 18 4 18 **CHA** ABILITY SCORE & ⋆□ ACROBATICS ◆ DE) 4 ATTACKS & DEFENSE ★□ APPRAISE INT 2 BLUFF СНА 6 21 0 4 AC =10+ *□ CLIMB STR -1 CRAFT: 15 4 1 MAXIMUM **TOUCH** 5 =10 DIPLOMACY CHA 4 ☐ DISABLE DEVICE ◆ DEX SPELI 17 0 0 1 25% FLAT-FOOT **-10**+ FAILURE Disguise CHA ★□ ESCAPE ARTIST ◆ DEX 4 DEX 4 VING THROWS ABILITY ☐ HANDLE ANIMAL CHA 1 0 1 **FORT** å**☑** HEAL WIS 4 0 4 СНА REF 6 ☑ KN: history INT 3 WILL 1 KN: planes INT ☑ KN: religion INT BASE ATTACK BONUS ☑ KN: arcana INT MELEE 0 1 0 -1 ☐ Kn: INT ☐ KN: INT RANGED 5 0 4 1 ■ LINGUISTICS INT *□ PERCEPTION WIS 5 CHA **CMB** 3 0 4 1 -2 → PERFORM: 4 ✓ PROF: WIS CMD 12 BOB 0 -2 -10+ ∗□ Ride • DEX 4 SENSE MOTIVE 5

FEATS & FEATURES Race: Viden Oculus (Aberration, Aquatic) (CSBBB-166) Class: Oracle HD: d8; skills 4+Int Mod (APG) Weapons Prof: All Simple Weapons Racial Buoyancy -1; Depth Tolerance 25,000 feet Fast Swim Speed: swim 30 ft; land 0 ft Armor Prof: light & medium armor, and shields See in Darkness: Perfect darkvision; Light Blindness Mystery: Dark Tapestry Pressure Sensitive (1,000 feet): Suffer in low pressure Oracle's Curse: Aboleth -2 save vs mind-affects Detect Good & Detect Evil (constant) Revelation DC=10+lvl/2+Cha Mod = 15 Small: +1 AC; +1 attack, -1 CMB, -1 CMD, +4 Stealth Brain Drain (Su): deal 1d4 damage/lvl w/in 100' & gain knowledge (1/day) Acidic Tears: excrete acid 1 hp damage in same square Many Forms (Su): as Alter Self (1 min/day/lvl) All-Around Vision: +4 perception; immune flanking

Bioluminescent: Eye can shine like torch (at will)

Lesser Breastplate of the Deep

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EXPERIENCE 0 2.000 BASE SWIM **SPEED** 0 30 MISC + INIT **HERO** SR DR **RESISTANCES**

POOL POINTS

ARMOR & WEAPONS 6 0 25 Med 15.0

Feat: Extra Revelation

WEAPON NAME & DESCRIPTION ATTACK MODIFIERS DAMAGE CRITICAL WEIGHT AMMO & NOTES RANGE dagger (melee) +0 1d4 19-20/x2 S 1.0 +5 1d4 19-20/x2 10 Р 1.0 dagger (ranged)

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1			Cure Light Wounds - Cures 1d8 damage + 1/level (max +5).								Con	njura	ition						\top		_		
1			Summon Sea's Ally - Summons sea creature to fight for you.								Con												
1			Charm Person - Makes one person your friend.									Ench	nanti	ment									
1			Hypnotism - Fascinates 2d4 HD of creatures.									Ench	nanti	ment									
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