Gurita
 Hebeloma

 CHARACTER
 PLAYER

 Merkoth
 Medium
 Female
 7'0"
 400 lbs
 none
 white

 RACE & LIA
 SIZE
 GENDER
 HEIGHT
 WEIGHT
 HAIR
 EYES

JATHFINDER ROLEPLAYING GAME?

pinkish-gray

SKIN

22 AGE	Chaotic Ne	eutral	Dagor	n				os Ocea	ND OCCUPATION	N	ROI	"O ROLEPLAYING GAME"/O											
	Common	Aguan		I Azlant	ian Abo	oleth In			JND OCCUPATION	N			Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012										
LANGUAGE	s: Oommon,	, iquaii,	7 10 y 00 a	i, / Œiaiic	, 7 101	510111, 111	-																
ABILITY S		MOD	BASE	ENHANCE	MISC	TEMP		CURRENT	POINTS	HP GAINED	CLA	CLASS RE	BAB	SKILL		IPS FORT	REF	WILL	LEVELS				
ST	R 10	0	10							8	1			/izard	0	7	1	0	0	2	1		
DE	x 16	3	14	2				9															
co	N 14	2	13	1																			
IN	T 20	5	18	2			NONLETHA HP DAM																
WI		0	10				TEMPORAL HP	RY															
		2	16	-2		$\vdash \vdash$		T	OTAL HP	9	FAVOR		Wizar	d TOTALS	0	7	1	0	0	2	1		
CH	SCORE &			-2		\Box			CONDITIONS & P	MISCELLANEOUS T	RACKING			SKILLS RANKS 7 TOTAL RANKS ABILITY TRAINED MIS									
	L NOTES													★□ ACROBATICS ◆	С	DEX	3	CANKS /	3	KAINED	MISC		
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RE	F 3		0	3						N	4	5	A	*□ INTIMIDATE		на	2		2				
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ATTAC		BASE ATT	ACK BONUS	ТЕМР	ABILITY	SIZE	MISC		7	題人	1		Ju	□ Kn:		NT	\Box		5				
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ATTACK M	JOIFIER		INT		5	i	(r. 1354				1	100)	+□ Perception		VIS	0		0				
СМ		0	III	11		<u> </u>		_				56		*□ PERFORM:		на	2		2				
СМ	D 13	=10+	BØB	DODGE &	ST3 &							✓ PROF: *□ RIDE *		VIS DEX	3	_	3						
														÷□ SENSE MOTIVE		wis -	0		0				
				CI ACC FF			FEATUR	RES CHARACTER FE	ATURES					☐ SLEIGHT OF HAND ◆		DEX			3				
Race: Fr	ee-Mind Melusine	(Humanoi	d: Aquatic,							skills 2+ln		✓ SPELLCRAFT *□ STEALTH •		DEX	9	1	5	3					
Racial	Buoyancy	-30· D	enth To	lerance	a· 1 00	n feet				gger, cross	retaff	*□ SURVIVAL		VIS	0		0						
			opui ic	norano	0. 1,00	0 1001		r Prof: r		9901, 01000	otan,	*□ Swim •		STR	0		0						
	Water-bre			•						/ 1 1				☐ USE MAGIC DEVICE	STR	НА	3	1	2				
	cally Attune									(see belov			STR										
Merkoth	Psionics: det	ect psio	nics, con	cealing a	morpha	(1/day)	Arcan	e schoo	l: Transn	nutation (s			STR	F									
Swim	Speed: swi	m 30 f	t; land :	5 ft; dar	rkvisior	1 60 ft	Scribe	e Scroll				STR	+	\dashv									
Species	s Aversion: S	Sickene	d within	30' of an	other m	erkoth	Battlesh	naping (Su)): grow natura	ls/day)		STR	上	二									
Tentac	les: hold bu	ut not u	se 4 ite	ms; +4	СМВ д	rapple	Physic	cal Enha	ancement		MARK A 🗖 TO SHOW A CLASS * SKILL CAN BE USE	SKILL. CL D UNTRA	ASS SKI	ARMO	RANKS G	AIN A +3 PENALTY	TRAINED APPLIES	BONUS.					
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												HERO											
										rple cloud,		SR DR											
							Feat:	Wild Ta	alents - 2	psionic po		RESISTANCES											
					ARA	IOR &	WEAPO	ONS						POOL POINTS									
			ARMOR NAM	ME & DESCRIP					AC BONUS MAX	DEX PENALTY S	SPELL FAI	L TYPE V	WEIGHT										
	ono								. I			1 1		1									

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
dagger		1d4	19-20,x2	10	Р	1.0	

	FEATS & SPECIAL ABILITIES					F	EATS 8	& SPECIA	AL ABII	LITIES				
Familia	r: Blue-Ringed Octopus (tiny, aquatic animal)		USES/DAY	USED	Ш			NAM	IE				USES/DAY	USED
	C 17 BAB 0 Fort +2 Ref +7 Will +1			1										
	ex 21, Con 10, Int 2, Wis 13, Cha 3			1										
	scape Artist +15, Stealth +25, Swim +13;			1 🗀										
	pite +7 (1d2–1 plus poison), tentacles +5 (grab)				┧┝									
	ud (Ex) 5' rad; Jet (Ex) 60' straight line				┧┝									
	Bite—injury; save Fort DC 10; frequency 1/round for 6	rounds:			┧┝									
	Str; cure 1 save.	, rourids,			┨┝									
	ss, improved evasion, share spells, empathic lir				┨╟									
Alcitic	ss, improved evasion, snare spens, emparine in				┨┝									_
	EQUIPMENT & MAGIC ITEMS	;					E	QUIPM	ENT & I	MAGIC	ITEMS			
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ВО	ру:													
CHE	ST:													
EY	ES:													
FE	ET:		CARRII		RRENC	WGT N/A	STORED	*			SURE CA	ARRIED		WEIGHT
HAN	os:	PLATINUM	CARRI		CARRIE	, wor N/A	STORES	"			TREASONE			#2.6
HE	AD:	GOLD												
HEADBAN	ID:	SILVER												
NE	ck:	COPPER									ADC-0	LICT		
RIN	ıc:							LIGHT	MEDIUM	HEAVY LOAD	ADS &	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
RIN			C	ARRI	ED WE	IGHT		33	67	100	N	100	200	500
SHOULDE	[ARMOR & WEAPONS	CURRENC		JIPMENT	MISC	TOTAL	0	0		MODIFIED	0	0	0
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			SPEL	LS PER	DAY					BLOODLINES & PATRONS									SP	ELLS	PE	R DAY			
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					ABILITY		SPELLS		BLOO	DDLINE/P	PATRON				Ħ							ABILITY		SPELLS	
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0						deals 1						Ala i sa	CO #	Conj		_									
0			Detect Magic - Detects all spells and magic items within 60 ft. Detect Poison - Detects poison in one creature or small object.												natio	_				—					_
0				object.		Divination Divination																			
			Read Magic - Read scrolls and spellbooks.													\rightarrow				—			+	—	_
0			Light - Object shines like a torch.												catio					—			+		
0			Ray of Frost - Ray deals 1d3 cold damage.												Evocation Evocation										_
0			Spark - Ignites flammable objects. Ghost Sound - Figment sounds.												Illusion										_
0						Touch			101106	target					lecromancy										_
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1											two lev	vels	s above 1st (max 5).		catio								+ +		
1											ctricity damage (max 5d6).														
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1			Enlar	ge Per	son - F	Humano	oid crea	ature	e dou	ıbles iı	n size).		Trans	mutat	tion									
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			Reduce Person - Humanoid creature halves in size.																						