Intlanzi Hebeloma Locathah Medium Male 5'6" 160 lbs yellow salmon none RACE & LA GENDER HEIGHT WEIGHT HAIR EYES SKIN 13 Chaotic Neutral Eadro the Deliverer **Embaral Ocean** Aquan, Common, Aboleth, Abyssal, Protean Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012 **HITPOINTS CLASS RECORDER** ABILITY SCORE 12 1 12 **STR** 9 1 Coral Witch 0 5 1 0 0 2 3 2 16 14 DEX 3 16 CON 16 NONLETHAI 3 INT 16 18 -2 WIS 12 1 10 2 Witch TOTALS 0 5 1 0 0 2 TOTAL HP 10 10 0 10 **CHA** ABILITY SCORE & ⋆□ ACROBATICS ◆ DEX 3 3 ATTACKS & DEFENSE ⋆□ APPRAISE INT 3 3 . BLUFF СНА 0 0 15 0 AC 3 \*□ CLIMB =10+ STR 1 1 CRAFT: INT 3 13 3 MAXIMUM **TOUCH** =10+ ⋆□ DIPLOMACY СНА 0 0 ☐ DISABLE DEVICE ◆ DEX 3 SPELI 0% 12 0 0 0 2 FLAT-FOOT **-10**+ FAILURE ∗**□** Disguise СНА 0 0 DEX ★□ ESCAPE ARTIST ◆ 3 3 \***☑** FLY • DEX 3 AVING THROWS CLASS BASE ABILITY ☐ HANDLE ANIMAL 0 3 3 CHA 0 **FORT** å**☑** HEAL WIS 1 3 0 3 ∗**☑** INTIMIDATE СНА REF 0 0 ☑ KN: arcana INT 3 3 WILL 1 ☑ KN: history INT 3 3 ☑ KN: nature INT 3 BASE ATTACK BONUS ☑ KN: planes INT 3 MELEE 1 1 0 ☐ Kn: INT 3 ☐ KN: INT 3 RANGED 3 3 0 ■ LINGUISTICS INT 3 \*□ PERCEPTION WIS 1 **CMB** 3 0 TNI 3 ♠□ PERFORM: СНА 0 0 ☑ PROF: WIS 1 **CMD** 14 BOB 0 =10+ ∗□ Ride • DEX 3 3 E SENSE MOTIVE 1 **FEATS & FEATURES** ☐ SLEIGHT OF HAND ◆ DEX 3 ✓ Spellcraft INT 3 Race: Locathah humanoid (aquatic) (BotS-10) Extra Hex ⋆□ STEALTH ◆ DEX 3 ⋆□ SURVIVAL WIS Deep Dweller: Darkvision 60'; Light Sensitivity ÷□ Swiм • STR 5 1 Natural Armor +2 AC; speed 10'; swim 60' ✓ Use Magic Device СНА 0 STR Amphibious: Breathe water and air STR Class: Witch HD: d6 skills 2 + Int Mod STR STR Archetype: Coral Witch (BotS-22) STR Weapon Prof: All Simple; Armor Prof: None STR Hex: hexes listed below w/ spells, includes shaman's wave hexes Patron Spirit: Water EXPERIENCE 0 2,000 Coral Familiar (Ex): vermin (aquatic); amphibious & BASE SWIM 10 **SPEED** 60 immune to mind-affecting effects; see below MISC INIT **HERO** SR DR RESISTANCES **POOL POINTS** None

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
spear	+3	1d8+1	20,x3	20	Р	6.0	
dagger	+1	1d4+1	19-20/x2	10	P,S	1.0	

	FEATS & SPECIAL ABILITIES						FEAT:	s &	SPECIA	AL ABIL	ITIES				
NAME Coral Familiar (Ex): vermin (aquatic); amphibious; immune to mind-affecting effects			USES/DAY	USED	T fa	miliar co			NAME					USES/DAY	USED
takes shape of blue-ringed Octopus, blue-ringed					Jet (ex) 60' straight line; no attack of opportunity										
Master gains a +3 bonus on Swim checks					Poison: Bite—injury; save Fort DC 10; frequency 1/round for 6 rounds; effect 1 Str; cure 1 sa					ure 1 save.					
-	y; AC 17+1 HD 1 HP 5 Fort +2 Ref +2 Will +2				$\dashv$ $\vdash$	atural A0		,							
-	ed 20' swim 30' jet 60'; bite +7 1d2-1 +poison; tentacle	es +5 grah			- I		improved evas	sion •	shai	re snell	s emna	thic link	•		
-	8 Dex 21 Con 10 Int 6 Wis 13 Cha 3; BAB 0; CMB +3				$\dashv \vdash$	101111000,	Improved evac	51011,	orial	то орон	o, ompo		•		
-	ats Multiattack, Weapon Finesse	J ONID 12			$\dashv$ $\vdash$										
_	Ils Escape Artist +15, Stealth +25, Swim +13;				$\dashv \vdash$										
_	cial Modifiers +10 Escape Artist, +8 Stealth				$\dashv \vdash$										
-	Cloud (Ex) 5' rad (1/min) concealment for 1 min				$\dashv \vdash$										
	Gloud (EX) G rad (1711111) Geneculinoit for 1 111111														
9.0	EQUIPMENT & MAGIC ITEM	S	w.c / .				Е	QUIP	ME	NT & I	MAGIC I	TEMS	o=v /.uo=o		
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<u> </u>	RING:							4	AD	LOAD 88	LOAD 132	N	HEAD	ground 264	PUSH 660
<u> </u>	RING:	ARMOR &			UIPMENT		TOTAL	$\vdash$	$\dashv$		132	MODIFIED			
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		SPELLS PER DAY	BLOODLINES & PATRONS	SPELLS PER DAY						
CLASS		Witch LEVEL 1	BLOODLINE/PATRON		CLASS			LEVE	L	
SAVE DC	LEVEL	ABILITY SPELLS TOTAL CLASS BONUS MISC KNOWN	BLOODLINE/PATRON		SAVE DC LEVEL	TOTAL CLAS	ABILITY S BONUS	MISC	SPELLS KNOWN	
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	4th		SUBDOMAIN		4th		_	<u> </u>		
	5th		DOMAIN		5th		_	<u></u>		
	6th		SUBDOMAIN		6th					
	7th		SOBBOMAIN		7th					
	8th		WIZARD SPECIALITY SCHOOL		8th					
	9th		SPECIALITY		9th					
CLOSE: 25FT +	25	MEDIUM: 100FT + 110 400FT + 440	FOCUSED	2	LOSE: 55FT + 25	MEDIUM: 100ft +	100	LONG: 400ft +	400	
5FT / 2 LVL	TOTAL	10FT / LVL 110 40FT / LVL 440FT / LVL 440F	PROHIBITED	5F1	/ 2 LVL ZJ	10FT / LVL	BILITY OTHI	40FT / LV	RRENT POINTS	
SPELL	0	ABILITY OTHER CORRENT POINTS	PROHIBITED		SPELL 0				RRENT FOINTS	
POINTS		<u> </u>	CDELLE		POINTS					
LEVEL PR	REP USED		SPELLS  ME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE	
		Hex - DC = $10 + 1/2$ witch $ v  +  nt $	Mod = 14							
		Slumber - put creature to sleep	10.40	Enchantmen		30'	will	no		
		Crashing Waves (Su): - water spells cas	st @ +1 CL; damaged foes save or knocked prone		permanent	personal	fort	no		
0		-	e with 4 HD or less loses its next action.	Enchantmen	t					
0		Detect Magic - Detects all spells ar		Divination						
0		Read Magic - Read scrolls and spe		Divination						
0		Touch of Fatigue - Touch attack fa		Necromancy	'					
0		Guidance - +1 on one attack roll, s	aving tillow, or skill check.	Divination						
1		Cause Fear - One creature of 5 HD	or less flees for 1d4 rounds.	Necromancy	,					
1			1d6 damage and possibly 1 Str damage.	Necromancy						
1		Command - One subject obeys sel		Enchantmen						
1		Enlarge Person - Humanoid creatu		Transmutation	n					
1		Fumbletongue - Target cannot spe	ak intelligently.	Enchantmen	t					
1		Inflict Light Wounds - Touch deals	1d8 damage +1/level (max +5).	Necromanc	/					
1		Ray of Enfeeblement - Ray causes	s 1d6 Str penalty + 1 per 2 levels.	Necromanc	/					
1		Summon Monster I - Summons ex	traplanar creature to fight for you.	Conjuration						
1		Unseen Servant - Invisible force of	peys your commands.	Conjuration						
1		Wave Shield - Water blunts one inc	coming attack or fire effect.	Abjuration						