Pisauc Plau Hebeloma Piscean Medium Male 5'5" 150 lbs red orange/blue none SKIN RACE & LA SIZE GENDER HEIGH. WEIGHT HAIR EYES Gozreh Lawful Neutral 14 Valashmai Sea Aquan, Common Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012 **HITPOINTS CLASS RECORDER** ARILITY SCORE 2 14 14 **STR** 9 1 Hunter 0 6 1 2 2 0 20 5 2 18 DEX 12 1 12 CON NONLETHAI INT 10 0 10 18 4 2 WIS 16 0 6 2 2 0 TOTAL HP 10 Hunter **TOTALS** 1 8 -2 -1 10 **CHA** ABILITY SCORE & RACIAL NOTES ⋆□ ACROBATICS ◆ DE) 5 5 ATTACKS & DEFENSE ★□ APPRAISE INT 0 0 BLUFF СНА -1 -1 21 0 5 AC =10+ **№** CLIMB STR 2 2 CRAFT: INT 0 0 15 5 MAXIMUM **TOUCH** 5 =10 ⋆□ DIPLOMACY CHA -1 -1 ☐ DISABLE DEVICE ◆ DEX 5 SPELI 16 6 0 0 25% FLAT-FOOT **-10**+ FAILURE ∗**□** Disguise CHA -1 ★□ ESCAPE ARTIST ◆ DEX 5 5 \*□ FLY • DEX 5 5 AVING THROWS CLASS BASE ABILITY ✓ HANDLE ANIMAL CHA -1 3 2 1 **FORT** ∗□ HEAL WIS 4 4 7 2 5 ∗**☑** INTIMIDATE СНА REF -1 -1 ☑ KN: dungeoneering INT 0 4 4 WILL 0 ☑ KN: geography 0 ☑ KN: nature INT 0 BASE ATTACK BONUS ☐ KN: INT 0 MELEE 2 2 0 ☐ Kn: INT 0 ☐ KN: INT 0 RANGED 5 0 5 ■ LINGUISTICS INT 0 ⋆
✓ PERCEPTION WIS 10 4 3 **CMB** 5 0 DEX 5 ♠□ PERFORM: -1 ☑ PROF: WIS 4 CMD BOB 0 -10+ ∗**⊠** Ride • DEX 5 5 E SENSE MOTIVE 4 4 **FEATS & FEATURES** ☐ SLEIGHT OF HAND • DEX 5 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES ✓ SPELLCRAFT INT 0 4 Race: Piscean (Humanoid: Aquatic, Anthromorph) (CSBBB-173) Class: Hunter HD: d8; skills 6+Int Mod (CRB) ★☑ STEALTH ◆ 5 3 DEX 9 ÷**₽** SURVIVAL WIS 8 4 3 Racial Buoyancy -50; Depth Tolerance: 1200 Weapon Prof: all simple & martial weapons **⊭** Swiм • STE 3 6 2 Gilled: Water-breather; Amphibious air for 1/2 hr/Con Armor Prof: light & medium & shields ☐ USE MAGIC DEVICE СНА -1 STR Bestial Senses +2 Perception; Darkvision 60' Nature Training (Ex): Lvls count as both Ranger & Druid STR Fish Friend: +2 Handle Animal (fish) Wild Empathy (Ex): Improve Attitude of Wild Animal STR STR Hatred: +1 attack aquatic humanoids & merfolk Animal Focus: Shark: Blindsense 30' (Ivl min/day) STR Tempered Mind: +2 save vs mind-affecting spells Animal Companion: Barracuda (stats below) STR EXPERIENCE 0 2,000 BASE SWIM 20 **SPEED** 30 MISC + INIT **HERO** Piranha Jawed: natural bite attack SR DR Point Blank Shot +1 attack & damage w/in 30' **RESISTANCES POOL POINTS** lesser breastplate of the deep 6 0 25 Med 15.0

DAMAGE

1d8+2

1d10+3

CRITICAL

20,x3

19-20,x2

RANGE

10

120

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16.0

8.0

grapple

AMMO & NOTES

ATTACK MODIFIERS

+2

+5

WEAPON NAME & DESCRIPTION

harpoon

crossbow (heavy)

	FEATS & SPECIAL ABILITIES						F	EATS 8	& SPECIA	AL ABII	LITIES			
Animal Companion: Barracuda: Sphyraena			USES/DAY	USED	Ar	nimal Co	mpanion Feats	(1)	E				USES/DAY	USED
IVI 1; HD 2; HP: 18; BAB +1, Fort +3; Ref +3; Will +0; AC 15						odge +1		( )						
Natural Armor +1; Str/Dex +0					1									
Skills (2) Perception +5, Stealth +5					1									
Link: Telepathic communication with master					1 🗆									
	are Spells: Cast "you" spells on animal companion				1 🗀									
	ze Small; Speed 5 ft., swim 80 ft.; Attack bite +4 (1d6);				1									
	ility Scores Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6	3:			┧┝									
	ecial Qualities: low-light vision	,			┧┝									
	imal Focus: Blindsense 30'				┪┝									
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00	EQUIPMENT & MAGIC ITEMS						E(		ENT & N	MAGIC	ITEMS			
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		SPELLS PER DAY		BLOODLINES & PATI		SP	AY			
CLASS		Hunter	LEVEL 1	BLOODLINE/PATRON		CLASS			LEV	EL
		ABILITY	SPELLS	BLOODLINE/PATRON				AE	BILITY	SPELLS
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CDELL	TOTAL	CLASS ABILITY OTH	TER CURRENT POINTS	PROHIBITED		CDELL		CLASS ABILITY	OTHER	CURRENT POINTS
SPELL POINTS	0			PROHIBITED		SPELL POINTS	0		ШL	
				SPELLS						
O PI	REP USED	Create Water - Cre		e & description vel of pure water.	Conjuration	on dura	TION	RANGE SA	VE SR	REFERENCE
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0		Read Magic - Rea	ad scrolls and spe	Ilbooks.	Divinatio	n				
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1		Summon Nature's			Conjuration					
1		Cure Light Wounds	s - Cures 1d8 dar	mage + 1/level (max +5)	Conjuration	on				_
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