

Character Name

Merfolk Hybrid Abomination 1

Race

Class & Level

Height & Weight

Age & Sex

18 STR **+4**

17 CON **+3**

12 DEX **+1**

Initiative

+2

Level + Dex

10 INT **0**

12 WIS **+1**

8 CHA **-1**



Hit Points

Recoveries

Death Saves

PD

AC

MD

30

Maximum

Current

8

1d10+3



11 + Level +
Str/Con/Dex



13 + Level +
Con/Dex/Wis



10 + Level +
Int/Wis/Cha

Guild Relationships

One Unique Thing

Backgrounds

Simic Combine

Simic Hull Clade Guardian +4

Fleshgrafted Experiment +4

Talents & Features

Evolve (Guild Power)

Once per battle, reroll an attack and use the roll you prefer as the result.

Native Element: Poison (Class Feat.)

Resist poison 11+

Intimidating (Class Feature)

Use Strength for Charisma in social skill checks.

Fueled by Pain (Talent)

While you are staggered, your melee attacks gain a +2 bonus to their critical threat range.
Adventurer Feat: Also gain the bonus with your spit attack.

Amphibian Mutation (Talent)

You are at home in the water as well as on land. You can breathe under water normally. When fighting in water that is at least waist deep, you gain advantage on Dexterity-based skill checks and disengage checks.

Elemental Eruption (Talent)

Gain a Sorcerer spell as a bonus spell. Use Strength instead of Charisma with it.

Chameleon Skin (Bonus spell)

Close-quarters spell; Daily; Fey / Umbral

Target: You

Effect: Until the end of the scene, your outer appearance blends into your surroundings. It's not full invisibility, as your physical presence is still there, but if you hold still, you adapt to the colors and patterns of everything around you. You gain a +5 bonus to any skill check to avoid being noticed. If you hold completely still, the bonus increases to +10.



Basic Attacks and Maneuvers

Claws (Melee attack)

Attack: 1d20+5 vs. AC

Hit: 1d8+4 damage

Miss: 1 damage

Spit Poison (Ranged attack)

Attack: 1d20+4 vs. PD

Hit: 1d6+3 poison damage

Miss: 1 poison damage

Poison Stinger (Maneuver)

Flexible melee or ranged attack

Triggering Roll: Natural 20

Effect: The target takes 3 ongoing poison damage.

Elemental Claw (Maneuver)

Flexible melee attack

Triggering Roll: Any natural even hit

Effect: Deal 1d4 extra poison damage.

Tail Slap (Maneuver)

Flexible melee attack

Triggering Roll: Any natural even roll

Effect: Deal 5 damage to a different nearby enemy.

Spike Up (Maneuver)

Flexible melee or ranged attack

Triggering Roll: Any natural odd roll

Effect: Until the end of your next turn, when an enemy makes a melee attack against you, deal 5 damage to it. Deal double damage to enemies who grab, swallow or engulf you.