KNOLAHRI

ATTRIBUTE ADJUSTMENTS

STR	DEX	BUL	AGI	END
-2	**+0**	**+5**	**+1**	**+0**
REA	**PER**	**WIL**	**CRE**	**CHA**
+0	**+1**	**+4**	**+1**	**+3**

TRAITS

- Six Locomotor Tentacles:
  - -Serpentine 1: +1 to grapple
  - - Tenacious 6: +6 to maintain grapple
  - - Skill Inept: Run 4: -4 to run tests -Manipulators: Arms

-Horns 5: +5 damage when used as a weapon

-Water Dweller:

- -Acute Sight 1: +1 Sight based alertness
- -Amphibious: Breath in and out of water
- -Skill Adept: Swim +2

PERSONALITY

O	C	E	A	N
+4	+1	+1	-1	+3