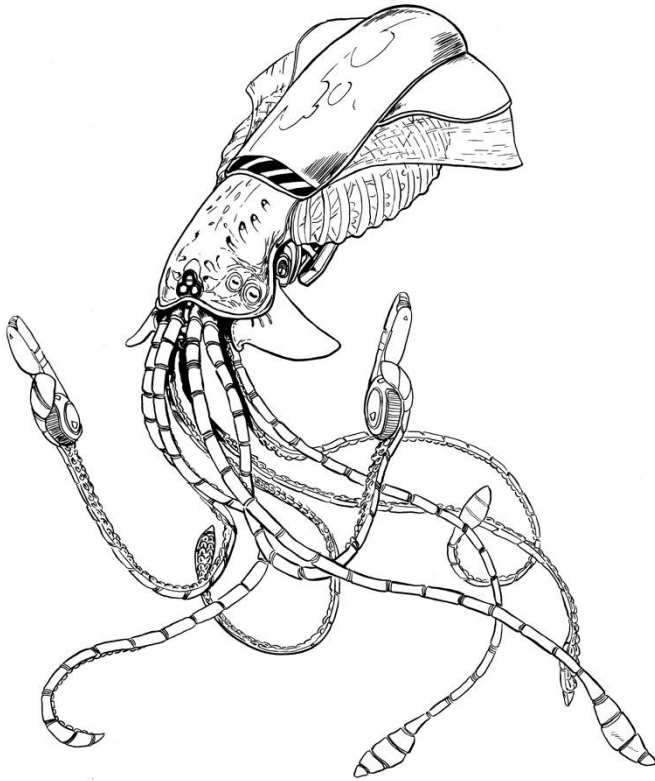


## Hovering Squid



Known as the Sl'ettexik in their native tongue, the amphibious Hovering Squid hail from a low gravity world with large oceans. Much of the life on their world never left the seas, but the Squid developed a unique ability to process hydrogen gas from the water around them and store it in a special air bladder within their mantle, enabling them to float about in the air above water, directing their movement through fins on their head and excretory jets. This gives them a large bulbous head, from which extends a cluster of tentacles, 4 manipulators, and up to 8 smaller tentacles that provide balance and weight for their flight. They have 4 eyes, grouped in sets of two on either side of the head, and a beak-like mouth peers out from a raised section of their mantle, forming a part in their tentacles that sometimes grows smaller tendrils almost like cilia. Their mantle itself can come in a range of colors, from ghostly white to reddish-brown to a sea blue, and various speckled patterns in between. Their tongue-like radula is covered in tiny spines, and as they breath through gills in their sides beneath the mantle, they must force air through their mouths to speak, which makes language laborious and gives it a harsh and raspy quality, although skilled Squid can eventually learn to mimic human speech.

Their society often seems deeply disorganized to outside observers, as few permanent structures are formed except out of necessity. Their unique mass birthing ritual, in which male and female Squid alike release their seed and eggs into a collective birthing pool, means that Squid do not grow up knowing their true parent, only their place of spawning, and generally name themselves once they reach mature age about 6 years after hatching. This gives them a deeply individualist attitude, but a recognition of group necessity when needed, which makes them ideal crew members on treasure hunting ships. As such many idealistic young squid run off after maturity

to explore the galaxy, only returning for the mating season, though older Squid often take work as ship's crew as well once they are no longer capable of mating.

Adventuring Squid generally have a high DEX score, and often a high INT because they are often employed for their utility as handymen (thanks to having so many arms).

Level	Melee To-Hit	Ranged To-Hit
1	+0	+0
2	+1	+1
3	+1	+1
4	+2	+2
5	+2	+2
6	+3	+3

*Hit Die:* d8

*Saving Throws:* +1 DEX

*Stat Requirements:* DEX 7+, STR < 16

*Weapons:* Pistol, Dagger

*Armor:* Light

*Favored Environment:* Oxygen/Water, Low Gravity

### Special Abilities:

*Ambidexterity:* The Squid's multi-lobed brain is adept at handling multiple tasks simultaneously with it's manipulator tentacles. As such, the Squid may wield a light, one-handed weapon in each of his four tentacles, and the penalty for attacking with multiple weapons is reduced by 2. He can also perform up to two basic tasks at once if they are within reach of his arms.

*Directional Awareness:* The Squid's multi-directional eyes mean that it is capable of seeing in all horizontal directions easily, and parse information from them simultaneously. As a result, Squid cannot be surprised or flanked from any side, though they can still be surprised from above or below.

*Entanglement:* A creature with that many arms can quickly seize control of an opponent once in close range. The Squid can use it's arms to strangle an opponent very effectively. When grappling an opponent, the Squid takes no to hit penalty for the attempt, the entangled enemy takes a -2 to its STR check to escape, and the Squid can deliver 1d6 crushing damage to the opponent each round it is entangled.

*Sense Inorganic Life:* Because of their need to constantly consume organic, hydrogen-based matter to keep their internal gas bladders full, Squid have an innate sense for the presence of organic elements within other life forms. As a side effect of this, it also means they can tell instantly if a lifeform they are faced with is not, in fact, organic, as it will feel "blank" to this sense, like a creature that has no smell. As such, they can instantly detect androids and robots within 30 feet of them.