

Āhua he Rereke

Hebeloma

CHARACTER Perversion of Nature (Otyugh) Medium unknown 999 Chaotic Evil Cthulhu, Dreamer in the Deep (B4-138)

PLAYER 7'1" 400 lbs none green ochre the Dark Tapestry via the sewers of Magnimar, Varisia



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

LANGUAGES: Aklo

Ability Score table with columns: ABILITY SCORE, TOTAL, MOD, BASE, ENHANCE, MISC, TEMP. Rows for STR, DEX, CON, INT, WIS, CHA.

HITPOINTS and CLASS RECORDER. HITPOINTS: CURRENT HP 57, HP GAINED 52, HD 5. CLASS RECORDER: CLASS NAME That Which Must Not Be, BAB 3, SKILL 20, FC HPS 5, FORT 1, REF 1, WILL 4, LEVELS 5.

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

SKILLS RANKS TOTAL 20

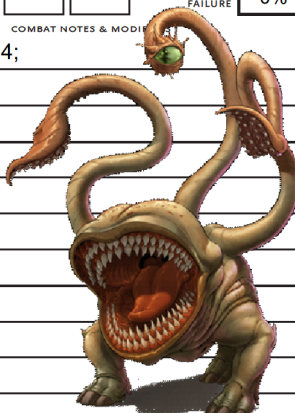
ATTACKS & DEFENSE table. Rows for AC 15, TOUCH 12, FLAT-FOOT 13.

ATTACKS & DEFENSE table. Rows for DODGE 3, NATURAL 3, DEFLECT, MISC, TEMP.

SKILLS table with columns: SKILL, DEX, INT, STR, INT, CHA, DEX, INT, CHA, WIS, CHA, DEX, WIS, DEX, INT, CHA, WIS, DEX, STR, CHA, STR, STR, STR, STR. Includes skills like ACROBATICS, APPRAISE, BLUFF, CLIMB, CRAFT, DIPLOMACY, DISGUISE, ESCAPE ARTIST, FLY, HANDLE ANIMAL, HEAL, INTIMIDATE, KN, PERCEPTION, PERFORM, PROF, RIDE, SENSE MOTIVE, SLEIGHT OF HAND, SPELLCRAFT, STEALTH, SURVIVAL, SWIM, USE MAGIC DEVICE.

SAVING THROWS table. Rows for FORT 5, REF 3, WILL 4.

Max Attacks 4;



ATTACKS table. Rows for MELEE 8, RANGED 5, CMB 8, CMD 20.

FEATS & FEATURES CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Perversion of Nature (Otyugh) (ItCoA: 12) Class: That Which Must Not Be (ItCoA: 27) Speed: 20; never modified by armor HD: d8; skills: 4 + Int Mod Darkvision 60'; Natural Armor +2 (race) Weapon Prof: All Simple; Armor Prof: None Imbuing Metabolism: Swallow magic item to gain effect Aberrant Power: Visceral Oddity Hold Breath: hold breath for 4xCon rnds Visceral Oddity: +1 weirdness & +1 DC Str & Con effects Natural weapons: bite d6 & tentacles (x2) d4 Snatching Tentacles (Ex) - tentacles have grab attacks Non-Humanoid Body: no arms, manipulate w/ tentacles Loathsome Grasp (Ex) humanoid w/ same or less HD covers 1 rnd after grapple Plagueborn: +2 save vs disease, poison, nauseated & sickened Improved Natural Attack: tentacles are primary & 1d6 dam Scavenger: +2 Appraise & Perception Natural Armor +1 (class) Stalker: Perception & Stealth are class skills Septic Scent (Ex) - Scent ability + smell septic w/in 1 mile Extra Tentacles (x2) Feeding Tube (Ex) - bite attack drains 1d2 Con when grappled Attaching Strike - tentacles attach otyugh to foe

MARK A [] TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS. * SKILL CAN BE USED UNTRAINED * ARMOR CHECK PENALTY APPLIES

EXPERIENCE SLOW [] MEDIUM [x] FAST [x] 15,000 / 23,000

SPEED 20, INIT 2, HERO, SR, DR, RESISTANCES, POOL POINTS

ARMOR & WEAPONS

ARMOR table. Rows for ARMOR None, SHIELD None.

WEAPON table. Rows for bite (+8, 1d6+5, 20,x2, S, +feeding tube), tentacles (x4) (+8, 1d6+5, 20,x2, B, +grab, grasp).