Moana Onamata Hebeloma Hadopelagic Ancient (Aboleth) Medium Male 8'0" 600 lbs Blue None EYES RACE & LA SIZE GENDER HEIGH. WEIGHT HAIR SKIN 9.999 Bokrug, Water Lizard (B4: 136) the Dark Tapestry via the Depths of the Arcadian Ocean Chaotic Evil Aboleth, Aklo Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012 **HITPOINTS** CLASS RECORDER ARILITY SCORE 3 16 16 **STR** 47 5 That Which Must Not Be 3 25 5 4 5 3 -2 16 18 DEX 3 2 16 CON 14 NONLETHAL HP DAM INT 12 1 12 12 1 10 2 WIS That Which Must Not Be TOTALS 3 25 5 1 4 TOTAL HP 14 2 12 2 **CHA** ABILITY SCORE & ★☑ ACROBATICS ◆ DE) 7 3 **ATTACKS & DEFENSE** ★□ APPRAISE INT BLUFF СНА 2 AC 18 0 3 =10+ **№** CLIMB STR 3 3 CRAFT: INT 13 3 MAXIMUM **TOUCH** =10+ ⋆□ DIPLOMACY CHA 2 2 ☐ DISABLE DEVICE ◆ DEX 3 SPELI 15 0 0 0 5 0% FLAT-FOOT **-10**+ FAILURE ∗**□** Disguise СНА 2 ★ ■ ESCAPE ARTIST ◆ DEX 3 3 Max Attacks 4 DEX ×☑ FLY • AVING THROWS ABILITY ☐ HANDLE ANIMAL 3 CHA 2 4 1 **FORT** ∗□ HEAL WIS 1 ∗**☑** INTIMIDATE 4 1 3 СНА 10 REF 2 ✓ KN: (history) INT 1 3 5 WILL 4 1 INT ☐ KN: INT 1 BASE ATTACK BONUS ☐ KN: INT MELEE 6 3 3 ☐ Kn: INT 1 ☐ KN: INT 1 RANGED 6 3 3 ■ LINGUISTICS INT 1 ⋆
✓ PERCEPTION WIS 9 5 1 3 **CMB** 6 3 STR 3 ♠□ PERFORM: СНА 2 2 ☐ Prof: WIS 1 CMD 19 вЗв 0 -10+ ∗□ Ride • DEX 3 3 E SENSE MOTIVE **FEATS & FEATURES** ☐ SLEIGHT OF HAND • DEX 3 ✓ SPELLCRAFT INT Race: Hadopelagic Ancient (Aboleth) (ItCoA: 10) Class: That Which Must Not Be (ItCoA: 27) ★☑ STEALTH ◆ 3 DEX 3 ÷**₽** SURVIVAL WIS 3 5 Amphibious: +8 swim; breathe air and water HD: d8; skills: 4 + Int Mod **⊭** Swiм • STE 19 5 3 3 Darkvision 60' Weapon Prof: All Simple; Armor Prof: None ☐ USE MAGIC DEVICE СНА 2 STR Imbuing Metabolism: Swallow magic item to gain effect Aberrant Power: Mental Juggernaut STR Natural Armor: +2 AC (aboleth) Psychic Sensitivity: Use Ordinary Skills for Occult Purposes STR STR Natural Weapons: tentacles (x2) Spell-like Ability: cast Instigate Psychic Duel (at will) STR Non-Humanoid Body: no limbs; weapons in tentacles Mucus Cloud (Ex): Adjacent creatures only breathe water not air STR Obfuscator: +1 DC for illusion spells & abiities Natural Armor: +1 AC (class) Pattern Weaving (Sp): Hypnotic Pattern (1/day) Evolution Heritage: Extra Tentacle (Ex) EXPERIENCE 15,000 23,000 Improved Natural Armor (Ex) +2 Natural AC BASE SWIM 20 **SPEED** 30 Phrenic Pool: points = IvI/2 + Cha Mod MISC Expanded Phrenic Pool Points +2 INIT Enhanced Psychic Duel Damage: Use d8 +1/3 lvls **HERO** Psychic Power Attack: Exchange +1 to hit for +2 dam in Psychic Duels SR DR **RESISTANCES POOL POINTS** None None

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Psychic Duel (via Instigate Psychic Duel)	+6	1d8+3+1	20,x2				+ 1 damage dice/phrenic pool points
tentacles (x3)	+6	1d4+3	20,x2				