

Motuhenga Whakaheke

CHARACTER
 Reality Displaced (Yithian) Medium Unkown
 RACE & LA SIZE GENDER
 9,999 Chaotic Neutral Yig, Father of Serpents (B6-150)
 AGE ALIGNMENT DEITY

Hebeloma
 PLAYER
 8'0" 450 lbs none yellow white, orange
 HEIGHT WEIGHT HAIR EYES SKIN
 the Dark Tapestry
 HOMELAND & BACKGROUND OCCUPATION



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

LANGUAGES: Aklo, Common, Aboleth, Draconic, Abyssal, Infernal, Undercommon

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	12	1	14	-2		
DEX	10	0	10			
CON	16	3	16			
INT	20	5	18	2		
WIS	10	0	10			
CHA	14	2	12	2		

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME		BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
12	11	1	That Which Must Not Be		0	9	1	0	0	2	1
NONLETHAL HP DAM											
TEMPORARY HP											
TOTAL HP			12	FAVORED CLASS	That Which Must Not Be		TOTALS				
					0	9	1	0	0	2	1

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	12	-10+	0	0	0		2			
TOUCH	10	-10+			0					
FLAT-FOOT	12	-10+	0	0	0		2			

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	3	0	3			
REF	0	0	0			
WILL	2	2	0			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	1	0		1		
RANGED	0	0		0		
CMB	5	0	INT	5		
CMD	11	-10+	BOB	0	STR & DEX	1

ARMOR CHECK PENALTY: 0
 MAXIMUM DEX: --
 SPELL FAILURE: 0%



Max Attacks 3;

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

Race: Reality Displaced Entity (Yithian) (ItCoA: 13) Class: That Which Must Not Be (ItCoA: 27)
 Darkvision 60' HD: d8; skills: 4 + Int Mod
 Mental Potency: +1 DC Divination Spells Weapon Prof: All Simple; Armor Prof: None
 Natural Weapons: two tentacles (secondary) 1d4 Aberrant Power: Mental Juggernaut
 Rubbery Damage Reduction: DR: 5/piercing Psychic Sensitivity: Use Ordinary Skills for Occult Purposes
 Temporal Nudge (Sp): 1 creature or self leas forward 1 rd/lvl (1/day) Spell-like Ability: cast Instigate Psychic Duel (at will)
 Imbuing Metabolism: Swallow magic item to gain effect Scholar (Ex): All Knowledge are Class skills
 Scholar (Ex): cast Comprehend Languages (at will)
 Improved Natural Armor (Ex) +2 Natural AC

SKILLS					RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC
<input checked="" type="checkbox"/> ACROBATICS	DEX	0		0	
<input type="checkbox"/> APPRAISE	INT	5		5	
<input type="checkbox"/> BLUFF	CHA	2		2	
<input checked="" type="checkbox"/> CLIMB	STR	1		1	
<input type="checkbox"/> CRAFT: books	INT	6	1	5	
<input type="checkbox"/> DIPLOMACY	CHA	2		2	
<input type="checkbox"/> DISABLE DEVICE	DEX			0	
<input type="checkbox"/> DISGUISE	CHA	2		2	
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX	4	1	0	3
<input checked="" type="checkbox"/> FLY	DEX	0		0	
<input type="checkbox"/> HANDLE ANIMAL	CHA			2	
<input type="checkbox"/> HEAL	WIS	0		0	
<input checked="" type="checkbox"/> INTIMIDATE	CHA	6	1	2	3
<input checked="" type="checkbox"/> KN: (all)	INT	9	1	5	3
<input type="checkbox"/> KN:	INT			5	
<input type="checkbox"/> KN:	INT			5	
<input type="checkbox"/> KN:	INT			5	
<input type="checkbox"/> KN:	INT			5	
<input type="checkbox"/> KN:	INT			5	
<input type="checkbox"/> LINGUISTICS	INT			5	
<input checked="" type="checkbox"/> PERCEPTION	WIS	4	1	0	3
<input type="checkbox"/> PERFORM:	CHA	2		2	
<input type="checkbox"/> PROF: librarian	WIS	1	1	0	
<input type="checkbox"/> RIDE	DEX	0		0	
<input type="checkbox"/> SENSE MOTIVE	WIS	0		0	
<input type="checkbox"/> SLEIGHT OF HAND	DEX			0	
<input checked="" type="checkbox"/> SPELLCRAFT	INT	9	1	5	3
<input checked="" type="checkbox"/> STEALTH	DEX	4	1	0	3
<input checked="" type="checkbox"/> SURVIVAL	WIS	4	1	0	3
<input checked="" type="checkbox"/> SWIM	STR	1		1	
<input type="checkbox"/> USE MAGIC DEVICE	CHA			2	
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				

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 FAST 0 / 2,000
SPEED 30
INIT 0 = 0 DEX MOD + MISC MOD
HERO
SR **DR** 5/pierce
RESISTANCES
POOL POINTS

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR None						
SHIELD None						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
tentacles (x2)	+1	1d4+1	20,x2				
Psychic Duel (via Instigate Psychic Duel)	+1	1d8+1	20,x2				