

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, Protean

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	12	1	14	-2		
DEX	10	0	10			
CON	16	3	16			
INT	22	6	18	2	2	
WIS	10	0	10			
CHA	14	2	12	2		

HITPOINTS

CURRENT HP	HP GAINED	HD
52	47	5
NONLETHAL HP DAM		
TEMPORARY HP		
TOTAL HP	52	FAVORED CLASS

CLASS RECORDER

CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
That Which Must Not Be	3	47	5	1	1	4	5
TOTALS	3	47	5	1	1	4	5

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	13	-10+	0	0	0		3			
TOUCH	10	-10+		0						
FLAT-FOOT	13	-10+	0	0	0		3			

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

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	4	1	3			
REF	1	1	0			
WILL	4	4	0			

Max Attacks 4;



ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	4	3		1		
RANGED ATTACK MODIFIER	3	3		0		
CMB	9	3	INT	6		
CMD	14	-10+	B3B	0	STR & DEX	

SKILLS

SKILL	DEX	TOTAL	RANKS	ABILITY	TRAINED	MISC
ACROBATICS	DEX	4	1	0	3	
APPRAISE	INT	7	1	6		
BLUFF	CHA	2		2		
CLIMB	STR	5	1	1	3	
CRAFT: books	INT	11	5	6		
DIPLOMACY	CHA	2		2		
DISABLE DEVICE	DEX			0		
DISGUISE	CHA	2		2		
ESCAPE ARTIST	DEX	4	1	0	3	
FLY	DEX	4	1	0	3	
HANDLE ANIMAL	CHA			2		
HEAL	WIS	0		0		
INTIMIDATE	CHA	10	5	2	3	
KN: (all)	INT	14	5	6	3	
KN:	INT			6		
KN:	INT			6		
KN:	INT			6		
KN:	INT			6		
KN:	INT			6		
LINGUISTICS	INT			6		
PERCEPTION	WIS	8	5	0	3	
PERFORM:	CHA	2		2		
PROF: librarian	WIS	5	5	0		
RIDE	DEX	0		0		
SENSE MOTIVE	WIS	1	1	0		
SLEIGHT OF HAND	DEX			0		
SPELLCRAFT	INT	14	5	6	3	
STEALTH	DEX	8	5	0	3	
SURVIVAL	WIS	8	5	0	3	
SWIM	STR	5	1	1	3	
USE MAGIC DEVICE	CHA			2		
	STR					
	STR					
	STR					
	STR					
	STR					

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 AC (weirdness)
	Natural Armor: +1 AC (class)
	Deadly Pincers (Ex) x3 on critical hits
	Natural Weapons: 2 Pincers at end of tentacles deal 1d6 dam
	Improved Natural Weapons - Increase pincer dam to 1d8
	Phrenic Pool: points = lvl/2 + Cha Modweirdness, feat
	Enhanced Psychic Duel Damage: Use d8 +1/3 lvls

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  15,000 / 23,000

SPEED 30 BASE FLY SWIM CLIMB MISC

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 with pincers (x2)	+4	1d8+1	20,x3				
Psychic Duel (via Instigate Psychic Duel)	+4	1d8+1+1	20,x2				