

Moana Onamata

CHARACTER
Hadopelagic Ancient (Aboleth) Medium Male
RACE & LA SIZE GENDER
9,999 Chaotic Evil Bokrug, Water Lizard (B4: 136)

LANGUAGES: Aboleth, Aklo

Hebeloma

PLAYER
8'0" 600 lbs None Red-Yellow Blue
HEIGHT WEIGHT HAIR EYES SKIN
the Dark Tapestry via the Depths of the Arcadian Ocean
HOMELAND & BACKGROUND OCCUPATION



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

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 tables. HITPOINTS shows current HP of 12. CLASS RECORDER shows class name 'That Which Must Not Be' and various stats.

ABILITY SCORE & RACIAL NOTES

ATTACKS & DEFENSE table with columns: ARMOR CLASS, TOTAL, ARMOR, SHIELD, DEX, SIZE, DODGE, NATURAL, DEFLECT, MISC, TEMP.

SAVING THROWS table with columns: SAVING THROWS, TOTAL, CLASS BASE, ABILITY, ENHANCE, MISC, TEMP.

ATTACKS table with columns: ATTACKS, TOTAL, BASE ATTACK BONUS, TEMP, ABILITY, SIZE, MISC.

Max Attacks 3:



SKILLS table with columns: SKILLS, TOTAL, RANKS, ABILITY, TRAINED, MISC. Lists various skills like Acrobatics, Appraise, Bluff, etc.

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

Race: Hadopelagic Ancient (Aboleth) (ItCoA: 10) Class: That Which Must Not Be (ItCoA: 27)
Amphibious: +8 swim; breathe air and water HD: d8; skills: 4 + Int Mod
Darkvision 60' Weapon Prof: All Simple; Armor Prof: None
Imbuing Metabolism: Swallow magic item to gain effect Aberrant Power: Mental Juggernaut
Natural Armor: +2 AC Psychic Sensitivity: Use Ordinary Skills for Occult Purposes
Natural Weapons: tentacles (x2) Spell-like Ability: cast Instigate Psychic Duel (at will)
Non-Humanoid Body: no limbs; weapons in tentacles Mucus Cloud (Ex): Adjacent creatures only breathe water not air
Obfuscator: +1 DC for illusion spells & abilities
Pattern Weaving (Sp): Hypnotic Pattern (1/day)
Improved Natural Armor (Ex) +2 Natural AC

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 [] 0 / 2,000

SPEED, INIT, HERO, SR, DR, RESISTANCES, POOL POINTS section.

ARMOR & WEAPONS

ARMOR table with columns: ARMOR NAME & DESCRIPTION, AC BONUS, MAX DEX, PENALTY, SPELL FAIL, TYPE, WEIGHT.

WEAPON table with columns: WEAPON NAME & DESCRIPTION, ATTACK MODIFIERS, DAMAGE, CRITICAL, RANGE, TYPE, WEIGHT, AMMO & NOTES.