Moana Onamata Hebeloma Hadopelagic Ancient (Aboleth) Medium Male 8'0" 600 lbs Blue None EYES RACE & LA 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 **STR** 16 92 10 That Which Must Not Be 7 50 10 3 -2 16 18 DEX 3 2 16 CON 14 NONLETHAL INT 12 1 12 12 1 2 WIS 10 That Which Must Not Be TOTALS 7 50 10 TOTAL HP 3 12 16 4 **CHA** ABILITY SCORE & ★☑ ACROBATICS ◆ DE) 7 **ATTACKS & DEFENSE** ★□ APPRAISE INT BLUFF CHA 3 AC 19 0 3 6 =10+ **№** CLIMB STR 3 CRAFT: INT 13 3 MAXIMUM **TOUCH** =10+ DIPLOMACY CHA 3 ☐ DISABLE DEVICE ◆ DEX SPELI 16 0 0 0 6 0% FLAT-FOOT **-10**+ FAILURE ∗**□** Disguise CHA 3 ★ ■ ESCAPE ARTIST ◆ DEX 3 Max Attacks 5 DEX VING THROWS ABILITY ☐ HANDLE ANIMAL CHA 6 3 3 second att **FORT** ∗□ HEAL WIS @ +2 BAI 6 3 3 ∗**☑** INTIMIDATE СНА 16 REF ✓ KN: (history) INT 14 8 WILL 1 INT ☐ KN: INT ☐ KN: INT MELEE 3 10 ☐ Kn: INT ☐ KN: INT RANGED 10 3 ■ LINGUISTICS INT ⋆
✓ PERCEPTION WIS 14 **CMB** 

3 3 3 3 3 1 10 3 10 1 3 1 1 1 1 10 1 3 10 7 CHA 3 ♠□ PERFORM: CHA 3 3 ☐ Prof: WIS 1 CMD 23 **B**KB 0 ∗□ 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) 3 ★☑ STEALTH ◆ DEX 9 3 3 ÷**₽** SURVIVAL WIS 3 6 HD: d8; skills: 4 + Int Mod **⊭** Swiм • STE 24 10 3 3 Weapon Prof: All Simple; Armor Prof: None ☐ USE MAGIC DEVICE СНА 3 STR Aberrant Power: Mental Juggernaut STR Psychic Sensitivity: Use Ordinary Skills for Occult Purposes STR STR Spell-like Ability: cast Instigate Psychic Duel (at will) STR Mucus Cloud (Ex): Adjacent creatures only breathe water not air STR Natural Armor: +2 AC (class) Evolution Heritage: Extra Tentacle (Ex) EXPERIENCE 105,000 155,000

3 3 7 10

3 3 7

3

3

3

10

MISC

Amphibious: +8 swim; breathe air and water Darkvision 60' Imbuing Metabolism: Swallow magic item to gain effect Natural Armor: +2 AC (aboleth) Natural Weapons: tentacles (x2) Non-Humanoid Body: no limbs; weapons in tentacles Obfuscator: +1 DC for illusion spells & abiities Pattern Weaving (Sp): Hypnotic Pattern (1/day) Improved Natural Armor (Ex) +2 Natural AC Strange Aeons: Can't age, magically age or die of old age 20 **SPEED** 30 Mental Juggernaut +2 attack for duels & +1 DC Phrenic Pool: points = IvI/2 + Cha Mod Psychic Power Attack: Exchange +1 to hit for +2 dam in Psychic Duels Expanded Phrenic Pool Points +2 INIT Psychic Cleave - Attack again after first hit in psychic duel Enhanced Psychic Duel Damage: Use d8 +1/3 lvls **HERO** Improved Critical - double critical range of psychic duel Greater Psychic Duel Damage: Use d11 +1/2 lvls SR DR Spell-like Ability: Cast Major Image (at will) Greater Psychic Duel Damage: Use d13 +2/3 lvls RESISTANCES **POOL POINTS** 

None None

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Psychic Duel (via Instigate Psychic Duel)	+10+2	1d13+3+6	19-20,x2				+ 1 damage dice/phrenic pool points
tentacles (x3)	+10	1d4+3	20,x2				