

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, Yithian

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
59	47	5
NONLETHAL HP DAM		
TEMPORARY HP		
TOTAL HP	59	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
Librarian	0	9	0	0	0	2	1
TOTALS	3	56	5	1	1	6	6

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			3			
TOUCH	10	-10+		0						
FLAT-FOOT	13	-10+	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	6	6	0			

Max Attacks 4;



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

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

SKILLS

SKILL	DEX	TOTAL	RANKS	ABILITY	TRAINED	MISC
<input checked="" type="checkbox"/> ACROBATICS *	DEX	4	1	0	3	
<input checked="" type="checkbox"/> APPRAISE	INT	6		6		
<input type="checkbox"/> BLUFF	CHA	2		2		
<input checked="" type="checkbox"/> CLIMB *	STR	5	1	1	3	
<input type="checkbox"/> CRAFT: books	INT	12	6	6		
<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	4	1	0	3	
<input type="checkbox"/> HANDLE ANIMAL	CHA			2		
<input type="checkbox"/> HEAL	WIS	0		0		
<input checked="" type="checkbox"/> INTIMIDATE	CHA	11	6	2	3	
<input checked="" type="checkbox"/> KN: (all)	INT	15	6	6	3	
<input type="checkbox"/> KN:	INT			6		
<input type="checkbox"/> KN:	INT			6		
<input type="checkbox"/> KN:	INT			6		
<input type="checkbox"/> KN:	INT			6		
<input checked="" type="checkbox"/> LINGUISTICS	INT	10	1	6	3	
<input checked="" type="checkbox"/> PERCEPTION	WIS	9	6	0	3	
<input type="checkbox"/> PERFORM:	CHA	2		2		
<input checked="" type="checkbox"/> PROF: librarian	WIS	9	6	0	3	
<input type="checkbox"/> RIDE *	DEX	0		0		
<input type="checkbox"/> SENSE MOTIVE	WIS	1	1	0		
<input type="checkbox"/> SLEIGHT OF HAND *	DEX			0		
<input checked="" type="checkbox"/> SPELLCRAFT	INT	15	6	6	3	
<input checked="" type="checkbox"/> STEALTH *	DEX	9	6	0	3	
<input checked="" type="checkbox"/> SURVIVAL	WIS	9	6	0	3	
<input checked="" type="checkbox"/> SWIM *	STR	5	1	1	3	
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA	6	1	2	3	
<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 23,000 / 35,000

SPEED BASE FLY SWIM CLIMB MISC 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 with pincers (x2)	+4	1d8+1	20,x3				
Psychic Duel (via Instigate Psychic Duel)	+4	1d8+1+1	20,x2				

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
16	0	4	3		1	
17	1st	4	1	2	1	
	2nd			2		
	3rd			1		
	4th			1		
	5th			1		
	6th			1		
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
0				

BLOODLINES & PATRONS

BLOODLINE/PATRON

BLOODLINE/PATRON

DOMAINS

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

WIZARD SPECIALITY SCHOOL

SPECIALITY

FOCUSED

PROHIBITED

PROHIBITED

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
0				

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Detect Magic - Detects all spells and magic items within 60 ft.	Divination	1 min/lvl	60'	none	no	PRG:CRB
0			Detect Poison - Detects poison in one creature or small object.	Divination	instant	close	none	no	PRG:CRB
0			Detect Psychic Significance - Find psychically charged items.	Divination	instant	40'	none	no	PRG:OA
0			Enhanced Diplomacy - Touched creature gains +2 on one Diplomacy or Intimidate check.	Divination	1 min	touch	will	yes	PC:TEoG
0			Grasp - Reroll failed Climb check at -2.	Divination	instant	touch	fort	yes	PPC:HotD
0			Know Direction - You discern north.	Divination	instant	personal	none	no	PRG:CRB
0			Guidance - Touched creature gains +1 on one attack roll, saving throw, or skill check.	Divination	1 min	touch	will	yes	PRG:CRB
0			Read Magic - Read scrolls and spellbooks.	Divination	10 min/lvl	personal	none	no	PRG:CRB
0			Sift - See area as though examining it.	Divination	instant	30'	none	no	PRG:APG
1			Detect Aberration - Reveals presence of aberrations.	Divination	10 min/lvl	long	none	no	PRG:APG
1			Detect Animals or Plants - Detects kinds of animals or plants.	Divination	10 min/lvl	long	none	no	PRG:CRB
1			Detect Charm - Detect each charm, compulsion, and possession of all creatures in area.	Divination	1 min/lvl	60'	none	no	PC:ASL
1			Detect Evil/Good/Chaos/Law - Reveals creatures, spells, or objects of selected alignment.	Divination	10 min/lvl	60'	none	no	PRG:CRB
1			Detect Metal - Detect any metal objects or creatures within a 60-foot cone.	Divination	1 min/lvl	60'	none	no	PPC:PotR
1			Detect Radiation - Detect radiation in the surrounding area.	Divination	10 min/lvl	120'	none	no	PCS:TG
1			Detect Secret Doors - Reveals hidden doors within 60 ft.	Divination	1 min/lvl	60'	none	no	PRG:CRB
1			Detect Snares and Pits - Reveals natural or primitive traps.	Divination	10 min/lvl	60'	none	no	PRG:CRB
1			Detect the Faithful - Detect other worshipers of your deity.	Divination	1 min/lvl	60'	none	no	PC:TEoG
1			Detect Undead - Reveals undead within 60 ft.	Divination	1 min/lvl	60'	none	no	PRG:CRB
1			See Alignment - In your sight, creatures and items of one alignment emit a ghostly radiance.	Divination	1 rnd/lvl	personal	none	no	PRG:UC
1			Mental Block - Prevent the target from using its skill ranks, spells, feats, and abilities.	Divination	1 rnd/lvl	close	will	yes	PRG:OA
1			Mind Thrust I - Mentally deal 1d6 points of damage per level.	Divination	instant	close	will	yes	PRG:OA
1			Mindlink - Communicate a great deal of information in an instant.	Divination	instant	touch	will	yes	PRG:OA
1			Hive Mind, Lesser - Three creatures gain telepathy within close distance.	Divination	1 minute/lvl	close	will	yes	AAW:UCR
1			Technomancy - As detect magic, except detects the presence of technological object	Divination	3 rnds/lvl	60'	none	no	PCS:TG
1			Speak with Animals - You can communicate with animals.	Divination	1 min/lvl	personal	none	no	PRG:CRB
1			True Strike - +20 on your next attack roll.	Divination	2 rnds	personal	none	no	PRG:CRB