Motuhenga Whakaheke Hebeloma

Reality Displaced (Yithian) Medium Unkwown RACE & LA SIZE GENDER 9,999 Yig, Father of Serpents (B6-150) Chaotic Neutral

8'0" HEIGHT

450 lbs WEIGHT

the Dark Tapestry

none HAIR

yellow EYES

AGE ALIGNMENT TIG, FAIRER OF SEPPERIS (BO-13)	HOMELAND & BACKGROUND	-					(1) O	ROL	EPI	LAN	7000	G G	AJM	Œ	O
LANGUAGES: Aklo, Common, Aboleth, Draconic, Abyssal, Infernal, U	ndercommon, Protean, Yithi	nian, Sylvan,	Terran, Au	ran, Aqı	uan, Ignir	n, Goblin	Original	by Neceros.	Modified	d by abel	lius@yah	ioo.com.	Version 1	1.0.2012	
ABILITY SCORE TOTAL MOD BASE ENHANCE MISC TEM	CLA	SS REC	COR	DER											
STR 12 1 14 -2	CURRENT HP								BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
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	& FEATURES AITS, FEATS, AND CHARACTER FEATU	URES					☐ SLEIGHT O SPELLCRAF			NT 2	21	10	8	3	
Race: Reality Displaced Entity (Yithian) (ItCoA: 1		Class: That Which Must Not Be (ItCoA: 27)									_	10	0	3	
Darkvision 60'	HD: d8; skills: 4	HD: d8; skills: 4 + Int Mod								_	13	10	0	3	
Mental Potency: +1 DC Divination Spells	Weapon Prof: A	Weapon Prof: All Simple; Armor Prof: None								_	_	5	2	3	
Natural Weapons: two tentacles (secondary) 1d4		Aberrant Power: Mental Juggernaut							STR STR					Ť	
Rubbery Damage Reduction: DR: 5/piercing	Psychic Sensitivity	Psychic Sensitivity: Use Ordinary Skills for Occult Purposes										+			
Temporal Nudge (Sp): 1 creature or self leas forward 1 rnd/lvl (1/d	ay) Spell-like Ability	Spell-like Ability: cast Instigate Psychic Duel (at will)							STR			\perp	\Box		_
Imbuing Metabolism: Swallow magic item to gain effe	ect Scholar (Ex): Al								STR STR	Н	+	+	-		
	Scholar (Ex): ca	Scholar (Ex): cast Comprehend Languages (at will)													
	Improved Natura	ral Armor	(Ex) +2	AC (w	eirdne	ess)	EXPER	RIENCE	, [10	05,00	0 /	15	55,00	0
	Natural Armor:	+1 AC (cla	ass)				SLOW - MED	// FAS		BASE	FLY	sw	/IM C	LIMB	MISC
	Deadly Pincers	(Ex) x3 o	n critica	l hits			SPEED			30	<u> </u>				
	Natural Weapons:	2 Pincers a	at end of t	entacle	s deal 1	d6 dam	INIT	0		=	0	DEX MOD	+		MISC MOD
Improved Natural Weapons - Increase pincer dam to 1d8															
	Phrenic Pool: po						SR		٦Ī	DR	5/	pierce			
Enhanced Psychic Duel Damage: Use d8 +1/3 lvls								ICES							_
ARMOR & WEAPONS							POOL POI		T						
ARMOR NAME & DESCRIPTION AC BONUS MAX DEX PENALTY SPELL FAIL TYPE WEIGHT									1						
ARMOR None															
SHIELD None															
WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS			MAGE	-		CRITICAL RANGE TYPE WEIGHT AMM					АММС	& NOTE	S	
tentacles with pincers (x2)	+6		1d	8+1		20,x	3			\bot					
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	FEATS & SPECIAL ABILITIES						F	EAT	S &	SPECIA	AL ABIL	ITIES			
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					Lit	orary Priv	/ilieges: Rese	arch	+1/-	+2/+3;	Guests	0			
					Sp	ontaneo	us Casting: S	wap	spe	ll spot f	or "dete	ct" spe	I		
					Di	ssertatio	n: The Great F	Race	of `	Yith					
					Int	troduction	n: Curvilinear	Calli	grap	hy					
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	EQUIPMENT & MAGIC ITEMS	•					E/	OIIII	DM E	NT S. I	MAGIC	TEMS			
ж	spellbook	QTY / USES	WGT N/A	WEIGHT	*	Libraria	ın Class Featu	ITE	М		MAGIC	TEMS	QTY / USES	WGT N/A	WEIGHT
	Headband of Vast Intelligence +2					Feat: S	Scribe Scroll								
						Clever	Defense (Ex) +	- Int	Mod	to AC					
						Spell Foo	cus (Divination), G	ireate	r Spe	II Focus	(Divinatior	n) +2 DC			
						Spell Speci	alization (Mind Thrust),	+2 lvl;	Greate	r Spell Spe	cialization (M	lind Thrust)			
Ĺ						Lesser	Guardian Scro	ıll; G	uard	lian Scr	oll (PPF	PH:Lib)			
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н	EADBAND:	SILVER													<u> </u>
_	NECK:	COPPER						115	нт	MEDIUM	LO	ADS &	LIFT LIFT ABOVE	LIFT OFF	DRAG &
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			SPELLS PER DAY	BLOODLINES & PATRONS			SPELLS I	PER DAY		
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L		8th	1	WIZARD SPECIALITY SCHOOL		8t	h			
		9th		SPECIALITY Divination		9t	h			
CLOSE: 25FT +	35	5	MEDIUM: 100FT + 150 400FT + 600	FOCUSED		CLOSE: 25FT + 25	MEDIUM: 100FT +	100	LONG:	+ 400
5FT / 2 LV	/L	TOTAL	10FT / LVL 40FT / LVL 40FT / LVL CLASS ABILITY OTHER CURRENT POINTS	PROHIBITED		SFT / Z LVL	10FT / LVL L	ABILITY OTHE	40FT / L	URRENT POINTS
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				SPELLS		751113				
LEVEL	PREP	USED		SPELLS AME & DESCRIPTION	school	DURATION	RANGE	SAVE	SR	REFERENCE
0			Detect Magic - Detects all spells ar		Divination			none	no	PRG:CRB
0			Detect Poison - Detects poison in o	•	Divination			none	no	PRG:CRB
0			Detect Psychic Significance - Find		Divination			none	no	PRG:OA
0				re gains +2 on one Diplomacy or Intimidate check.	Divination		touch	will	yes	PC:TEoG
0			Grasp - Reroll failed Climb check a		Divination			fort	+	
0			Know Direction - You discern north		Divination		<u> </u>		no	PRG:CRB
0			-	1 on one attack roll, saving throw, or skill check.	Divination		touch	will	yes	
0			Read Magic - Read scrolls and spe		Divination		<u>'</u>		no	PRG:CRB
0			Sift - See area as though examinin	g it.	Divination	on instan	30'	none	no	PRG:APG
			Detect Aberration - Reveals preser	age of aborrations	Divination	on 10 min/	vl long	none	no	PRG:APG
<u> </u>			Detect Animals or Plants - Detects		Divination			none	no	PRG:CRB
<u> </u>				mpulsion, and possession of all creatures in area.	Divination			none	no	PC:ASL
<u> </u>			· · · · · · · · · · · · · · · · · · ·	creatures, spells, or objects of selected alignment.	Divination			none	no	PRG:CRB
<u> </u>				ects or creatures within a 60-foot cone.	Divination			none	no	PPC:PotR
1			Detect Radiation - Detect radiation		Divination			none	no	PCS:TG
<u> </u>			Detect Secret Doors - Reveals hide	•	Divination			none	no	PRG:CRB
1			Detect Snares and Pits - Reveals r		Divination			none	no	PRG:CRB
1			Detect the Faithful - Detect other w		Divination			none	no	PC:TEoG
1			Detect Undead - Reveals undead v	, , ,	Divination			none	no	PRG:CRB
1				and items of one alignment emit a ghostly radiance.	Divination				no	PRG:UC
1				m using its skill ranks, spells, feats, and abilities.	Divination		<u> </u>	will	yes	
1			Mind Thrust I - Mentally deal 1d6 p	-	Divination			will	<u> </u>	PRG:OA
<u> </u>			Mindlink - Communicate a great de		Divination			will	+	PRG:OA
<u> </u>				es gain telepathy within close distance.	Divination		.	will	+	AAW:UCR
1			•	cept detects the presence of technological object	Divination			none	no	PCS:TG
<u> </u>			Speak with Animals - You can com		Divination				no	PRG:CRB
1			True Strike - +20 on your next atta		Divination				no	PRG:CRB
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		SPELLS						
LEVEL 2	PREP USED	NAME & DESCRIPTION Augury - Learns whether an action will be good or bad.	SCHOOL Divination	instant	personal	none	sr no	PRG:CRB
2		Commune with Birds - You can understand the responses given by birds.	Divination	10 min/lvl	personal	none	no	PRG:ARG
2		Detect Anxieties - Learn what makes creatures anxious.	Divination	1 min/lvl	60'	will	no	PRG:UI
2		Detect Desires - Learn what creatures desire.	Divination	1 min/lvl	60'	will		PRG:UI
2		Detect Desires - Learn what creatures desire. Detect Mindscape - Sense the presence and attributes of mindscapes.	Divination	1 min/lvl	60'	will	no	PRG:OA
2		Detect Magic, Greater - As detect magic, but learn more information.	Divination	1 min/lvl	60'			PRG:UI
2		Detect Magic, Greater - As detect magic, but learn more information. Detect Thoughts - Allows "listening" to surface thoughts.	Divination	1 min/lvl	60'	none will	no	PRG:CRB
2			Divination	1 min/lvl			no	PRG:CRB
2		Find Traps - Notice traps as a rogue does. Locate Object - Senses direction toward object (specific or type).	Divination	1 min/lvl	personal	none	no	PRG:CRB
2		Locate Weakness - Roll damage twice for a critical hit and take the best damage.	Divination	1 min/lvl	personal	none	no	PRG:UC
2		Mind Thrust II - As mind thrust I, but deal 1d8 points of damage per level (maximum 5d8).	Divination	instant	close	will	yes	
2			Divination	10 min/lvl			-	PRG:CRB
2		See Invisibility - Reveals invisible creatures or objects.		10 min/lvl	personal	none	no	PRG:CRB
_		Tongues - Speak and understand any language.	Divination Divination		touch	will	no	
2		Elemental Speech - Enables you to speak to elementals and some creatures.		1 min/lvl	personal	none	no	PRG:APG
2		Speak with Plants You can talk to plants and plant creatures.	Divination	1 min/lvl	personal	none	no	PRG:CRB
2		Share Language. Communal As share language, but you may divide the duration among creatures touched.	Divination	24 hrs	touch	will	yes	PRG:UC
2		Hive Mind - Three creatures gain telepathy within medium distance.	Divination	1 min/lvl	medium	will	yes	AAW:URC
3		Akashic Communion Attempt to gain a glimpse of some specific event from the Akashic Record.	Divination	1 min/lvl	personal	none		PPC:MaTT
3		Clairaudience/Clairvoyance - Hear or see at a distance for 1 min./level.	Divination	1 min/lvl	long	none	no	PRG:CRB
3		Find Fault - You instantly learn many of the target's weaknesses.	Divination	instant	medium	none	-	PPC:ArA
3		Mind Thrust III - As mind thrust I , but deal a maximum of 10d8 points of damage.	Divination	instant	close	will	ř	PRG:OA
3		Scrying - Spies on subject from a distance.	Divination	1 min/lvl	any	will	yes	PRG:CRB
3		See Beyond - You attune your mind and your sight to the hidden world of spirits.	Divination	24 hrs	personal	none	no	PPC:DA
3		Seek Thoughts - Detects thinking creatures' thoughts.	Divination	1 min/lvl	40'	will	no	PRG:APG
3		Tongues, Communal - As tongues, but you may divide the duration among creatures touched.	Divination	10 min/lvl	touch	will	no	PRG:UC
3		Locate Creature - Indicates direction to familiar creature.	Divination	10 min/lvl	long	none	no	PRG:CRB
3		Arcane Sight - Magical auras become visible to you.	Divination	1 min/lvl	personal	none	no	PRG:CRB
3		Mark of Obvious Ethics - Other creatures can determine the target's alignment.	Divination	1 day/lvl	touch	will	yes	PRG:ACG
3		Pierce Disguise - See through low-level magical disguises.	Divination	1 min/lvl	personal	none	no	PRG:ACG
3		Hive Mind, Greater - 1 creature per caster level gains telepathy within long distance.	Divination	1 min/lvl	long	will	yes	AAW:URC
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