Pa Hurihanga Hebeloma Warptouched Entity (Elf)

RACE & LA

9,999 AGE

Chaotic Evil

Medium female GENDER SIZE Hastur, the King in Yellow (B4-140)

4'6" 70 lbs HEIGHT WEIGHT

the Dark Tapestry HOMELAND & BACKGROUND OCCUPATION

black HAIR

black EYES

gray



LANGUAGES: Aklo, common					Original by Neceros	. Modifie	d by abell	lius@yah	noo.com.	Version	1.0.2012	
	TEMP HITPOIN	ITS			CLASS RE	COR	DER					
STR 24 7 18 2 4	CURRENT HP	HP GAINED	HP GAINED HD		LASS NAME	BAB	SKILL	FC HPS		REF	WILL	LEVELS
	= 40	11	1	That Whi	ch Must Not Be	0	4	1	0	0	2	1
DEX 12 1 12	_ 17								Ш			$oxed{oxed}$
con 16 3 16	•											
INT 10 0 10	NONLETHAL HP DAM		1									
	TEMPORARY HP								П			
wis 10 0 10	TOTAL F	HP 12	FAVOR		Must Not Be TOTALS	0	4	1	0	0	2	1
CHA 14 2 14	CONDITION	NS & MISCELLANEOUS					SKIL	15		F	ANKS	4
ABILITY SCORE & RACIAL NOTES							тот	TAL R	ANKS A	BILITY T	OTAL RAINED	
	CKS & DEFENSE				★☑ ACROBATICS ◆★☑ APPRAISE		_	0		0		
ARMOR CLASS TOTAL ARMOR SHIELD DEX	SIZE DODGE NATURAL DEFLECT	MISC TEMP	٦	on curer	∗□ BLUFF	С	_	3		2		1
AC 14 =10+ 0 0 1	3		_ ARM	OR CHECK DENALTY	★☑ CLIMB ◆ ★☑ CRAFT:		STR 7	7	_	7		
TOUCH 11 =10+				MAXIMUM DEX	*□ DIPLOMACY		_	2		2		
FLAT-FOOT 13 -10+ 0 0 0	3		Ī	SPELL 0%	☐ DISABLE DEVICE ◆		DEX	\perp	\blacksquare	1		
= 10+ 0 0 0		COMBAT NOTES & M	ODIFIERS	FAILURE U 70	*☐ DISGUISE *☑ ESCAPE ARTIST •		HA 3	3		2		1
SAVING THROWS TOTAL CLASS BASE ABILITY ENHANCE	MISC TEMP Max Attacks	3;	8		*☑ FLY •		DEX 1	_		1		
FORT 3 0 3			-	400	☐ HANDLE ANIMAL		НА	\perp		2		
REF 1 0 1		- 4	B		⋆□ HEAL ⋆☑ INTIMIDATE		_	0		2		
		7	1	STA	✓ KN: (local)		_	_	1	0	3	1
WILL 2 2 0					□ Kn:		INT	T		0		
ATTACKS TOTAL BASE ATTACK BONUS TEMP ABILITY	SIZE MISC	- 4	W B		☐ Kn:		INT	+		0		
MELEE 7 0 7		- /60	1	TO S	☐ Kn:		INT			0		
RANGED 1 0 1		_ IMI	1	1 1	☐ Kn:		INT	\perp		0		
ATTACK MODIFIER 1		/AN)	伊 駿	□ LINGUISTICS★☑ PERCEPTION		wis 2	4	1	0	3	
CMB 7 0 STR 7		(100)	i		*□ PERFORM:		_	2		2		
CMD 18 =10+ BOB DODE & DEX		. (100)		A A	□ Prof:		WIS	\perp	\perp	0		
				20	*□ RIDE • *□ SENSE MOTIVE		DEX 1	0		0		
	TS & FEATURES				☐ SLEIGHT OF HAND ◆	С	DEX			1		
Race: Warptouched Entity (Elf) (ItCoA: 17)	L TRAITS, FEATS, AND CHARACTER FEATURES Class: That Which N	Just Not Be	(ItCo	A· 27)	✓ SPELLCRAFT *✓ STEALTH •		DEX 5	5	1	0	3	
Type: Humanoid (aberrant & elf)	HD: d8: skills: 4 + li		(, <u>_</u> , ,	*☑ SURVIVAL		wis 4	_	-	0	3	
			. D.af	. Nama	- ∗ Ø Swim •		STR 7	7		7		
Darkvision: 60'; Natural Armor +1 (race)	Weapon Prof: All S			. None	USE MAGIC DEVICE	STR	НА	+		2		
Integrated: +1 Bluff, Disguise and Knowledge (<u> </u>				- 0	STR	Т					
Unnatural Strength: +4 Str & over-sized weapon w/o pe	<u>-</u> -	ippress other n	nind-ef	fects (2*lvl/day)	_	STR		\blacksquare				
Suppress Unnaturalness: +10 disguise (elf only	while confused +1 a	ıttack, damaç	ge, ab	ility & skill	- 0	STR	\perp	+	-			
Unnatural Resistance: +2 saves vs aberrations	Detect Magic (Sp) – De	etect Magic (co	nstant	spell-like ability)		STR	\top	_		\neg		
Weapon familiarity: two-handed greatsword	Improved Natural A	rmor +2 (weii	rdnes	s)	MARK A TO SHOW A CLASS * SKILL CAN BE USE	SKILL. CL	ASS SKILL	LS WITH I	RANKS GA	IN A +3 ENALTY	TRAINED	BONUS.
					EXPERIENCE	_ [0			2,000)
					- SLOW□ MEDIUM ☑ FA	sт □ [BASE	FLY	sw		LIMB	MISC
					SPEED		30	T	T			
					INIT		= [1	DEX	+	一	MISC
					_	҉,		<u> </u>	MOD	<u>. Г</u>		MOD
					HERO							
					SR		DR					
					RESISTANCES							
	OR C WEARONS				_							
ARMI ARMOR NAME & DESCRIPTION	OR & WEAPONS AC BONUS	MAX DEX PENALTY	SPELL FAII	. TYPE WEIGHT	POOL POINTS							
ARMOR None												
SHIELD None												
WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS		MACE	CRITIC	TAL DANCE TYPE	\V/E+C+			A	& NOTE	c	
large two-handed greatsword	+7		маде 6+10	19-20		16.0	$\overline{}$		АММО	& NOTE	J	
gs the handed grouterford	'		- 10	10-20	.,,		+					
							$-\!\!\!\!\!-$					