

Pa Hurihanga

Hebeloma

CHARACTER
Warptouched Entity (Elf) Medium female
RACE & LA SIZE GENDER
9,999 Chaotic Evil Hastur, the King in Yellow (B4-140)
AGE ALIGNMENT DEITY

PLAYER
4'6" 70 lbs black black gray
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

Table with columns: ABILITY SCORE, TOTAL, MOD, BASE, ENHANCE, MISC, TEMP. Rows for STR, DEX, CON, INT, WIS, CHA.

HITPOINTS

Table for Hitpoints: CURRENT HP (12), HP GAINED (11), HD (1), NONLETHAL HP DAM, TEMPORARY HP, TOTAL HP (12), FAVORED CLASS (That Which Must Not Be).

CLASS RECORDER

Table for Class Recorder: CLASS NAME (That Which Must Not Be), BAB (0), SKILL (4), FC HPS (1), FORT (0), REF (0), WILL (2), LEVELS (1).

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

Table for Attacks & Defense: AC (14), TOUCH (11), FLAT-FOOT (13), Dodge (3), Natural (3), Spell Failure (0%).

Table for Saving Throws: FORT (3), REF (1), WILL (2).

Table for Attacks: MELEE (7), RANGED (1), CMB (7), CMD (18).

Max Attacks 3;



SKILLS

Table for Skills: ACROBATICS, APPRAISE, BLUFF, CLIMB, CRAFT, DIPLOMACY, DISGUISE, ESCAPE ARTIST, FLY, HANDLE ANIMAL, HEAL, INTIMIDATE, KN, LINGUISTICS, PERCEPTION, PERFORM, RIDE, SENSE MOTIVE, SLEIGHT OF HAND, SPELLCRAFT, STEALTH, SURVIVAL, SWIM, USE MAGIC DEVICE.

FEATS & FEATURES

Table for Feats & Features: Race (Warptouched Entity), Class (That Which Must Not Be), Type (Humanoid), Darkvision (60'), Integrated (+1 Bluff, Disguise and Knowledge), Unnatural Strength (+4 Str), Suppress Unnaturalness (+10 disguise), Unnatural Resistance (+2 saves), Weapon familiarity (two-handed greatsword).

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

Table for Speed, Init, Hero, SR, DR, Resistances, Pool Points.

ARMOR & WEAPONS

Table for Armor & Weapons: ARMOR (None), SHIELD (None).

Table for Weapons: large two-handed greatsword, Attack Modifiers (+7), Damage (3d6+10), Critical (19-20,x2), Range (S), Weight (16.0).