Pathfinder ROLEPLAYING GAME

Pa Hurihanga
CHARACTER

Warptouched Entity (Elf)	Medium	female
RACE & LA	SIZE	GENDER

9,999	Chaotic Evil	Hastur, the King in Yellow (B4-140)
AGE	ALIGNMENT	DEITY

Hebeloma
PLAYER

4'6"	70 lbs	black	black	gray
HEIGHT	WEIGHT	HAIR	EYES	SKIN

the Dark Tapestry
HOMELAND & BACKGROUND OCCUPATION

LANGUAGES: Aklo, common

ABILITY SCORE

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	26	8	18	4	4	
DEX	12	1	12			
CON	16	3	16			
INT	10	0	10			
WIS	10	0	10			
CHA	14	2	14			

ABILITY SCORE & RACIAL NOTES

HITPOINTS

CURRENT HP

52

NONLETHAL / HP DAM

TEMPORARY HP

TOTAL HP	52

CONDITIONS & MISCELLANEOUS TRACKING

CLASS RECORDER

CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
HP GAINED 47	HD 5						
That Which Must Not Be	3	20	5	1	1	4	5
FAVORED CLASS That Which Must Not Be **TOTALS**	3	20	5	1	1	4	5

ATTACKS & DEFENSE

ARMOR CLASS	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	15	=10+	0	0	1			4			
TOUCH	11	=10+			1						
FLAT-FOOT	14	=10+	0	0	0			4			

ARMOR CHECK PENALTY	0	
MAXIMUM DEX	--	
SPELL FAILURE	0%	

COMBAT NOTES & MODIFIERS

Max Attacks 4;

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	4	1	3			
REF	2	1	1			
WILL	4	4	0			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	11	3		8		
RANGED ATTACK MODIFIER	4	3		1		
CMB	11	3	STR	8		
CMD	22	=10+ 3 B 3 B	DODGE & DEFLECT 0	STR & DEX 9		

SKILLS

		RANKS TOTAL	20

			TOTAL	RANKS	ABILITY	TRAINED	MISC
*☑ Acrobatics ◆	DEX		1		1		
*☑ Appraise ◆	INT		0		0		
*☐ Bluff	CHA		3		2		1
*☐ Climb ◆	STR		8		8		
*☐ Craft:	INT		0		0		
*☑ Diplomacy	CHA		2		2		
☐ Disable Device ◆	DEX				1		
*☑ Disguise	CHA		3		2		1
*☐ Escape Artist ◆	DEX		1		1		
*☐ Fly ◆	DEX		1		1		
☐ Handle Animal	CHA				2		
*☐ Heal	WIS		0		0		
*☑ Intimidate	CHA		2		2		
☑ Kn: (local)	INT		9	5	0	3	1
☐ Kn:	INT		0				
☐ Kn:	INT		0				
☐ Kn:	INT		0				
☐ Kn:	INT		0				
☐ Kn:	INT		0				
☐ Linguistics	INT		0				
*☑ Perception	WIS		8	5	0	3	
*☐ Perform:	CHA		2		2		
☐ Prof:	WIS		0				
*☐ Ride ◆	DEX		1		1		
*☐ Sense Motive	WIS		0		0		
☐ Sleight of Hand ◆	DEX				1		
☑ Spellcraft	INT		0				
*☑ Stealth ◆	DEX		9	5	1	3	
*☑ Survival	WIS		8	5	0	3	
*☐ Swim ◆	STR		8		8		
☐ Use Magic Device	CHA				2		
☐	STR						
☐	STR						
☐	STR						
☐	STR						
☐	STR						
☐	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	15,000	/	23,000
SLOW ☐ MEDIUM ☐ FAST ☑			

SPEED	BASE	FLY	SWIM	CLIMB	MISC
	30	30			

INIT	1	=	1 DEX MOD	+	MISC MOD

HERO	
SR	
DR	
RESISTANCES	
POOL POINTS	

FEATS & FEATURES
CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Warptouched Entity (Elf) (ItCoA: 17)

Type: Humanoid (aberrant & elf)

Darkvision: 60'; Natural Armor +1 (race)

Integrated: +1 Bluff, Disguise and Knowledge (local)

Unnatural Strength: +4 Str & over-sized weapon w/o penalty

Suppress Unnaturalness: +10 disguise (elf only)

Unnatural Resistance: +2 saves vs aberrations

Weapon familiarity: two-handed greatsword

Class: That Which Must Not Be (ItCoA: 27)

HD: d8; skills: 4 + Int Mod

Weapon Prof: All Simple; Armor Prof: None

Aberrant Power: Scion of Madness

become confused & suppress other mind-effects (2*lvl/day)

while confused +1 attack, damage, ability & skill

Detect Magic (Sp) – Detect Magic (constant spell-like ability)

Improved Natural Armor +2 (weirdness)

Natural Armor +1 (class)

Power Attack -1 attack for +2 damage

Patagia (Ex) – vestigial wings DC 15 to fall safely

Flight (Ex) - 30' fly speed (clumsy)

Telepathy (Su) – gains telepathy universal monster ability w/in 100'

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
large two-handed greatsword	+11	3d6+12	19-20,x2		S	16.0	