

CHARACTER
 Subterranean Nightmare (Roper) Medium female
 RACE & LA SIZE GENDER
 999 Chaotic Evil Rhan-Tegoth, Herald of End Times (B6-146)
 AGE ALIGNMENT DEITY
 LANGUAGES: Aklo, Undercommon

PLAYER
 Hebeloma
 7'6" 550 lbs none yellow earthy
 HEIGHT WEIGHT HAIR EYES SKIN
 Sekamina via the Dark Tapestry
 HOMELAND & BACKGROUND OCCUPATION



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

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

HITPOINTS			CLASS RECORDER									
CURRENT HP	HP GAINED	HD	CLASS NAME		BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
11	10	1	That Which Must Not Be		0	4	1	0	0	2	1	
NONLETHAL HP DAM												
TEMPORARY HP												
TOTAL HP			11		FAVORED CLASS		That Which Must Not Be		TOTALS			
					0		4		1		0 0 2 1	

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	17	-10+	0	0	4		3			
TOUCH	14	-10+			4					
FLAT-FOOT	13	-10+	0	0	0		3			

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

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

COMBAT NOTES & MODIFIERS

Max Attacks 3;

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	4	0		4		
RANGED	4	0		4		
CMB	5	0	STR	4		1
CMD	19	-10+	BOB	0	STR & DEFLECT	8

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	
Race: Subterranean Nightmare (Roper) (ItCoA: 15)	Class: That Which Must Not Be (ItCoA: 27)
Speed: 20; never modified by armor	HD: d8; skills: 4 + Int Mod
Camouflage: +4 stealth while underground	Weapon Prof: All Simple; Armor Prof: None
Darkvision 120'; Light Sensitivity: dazzled by bright light	Aberrant Power: Physical Brute
Imbuing Metabolism: Swallow magic item to gain effect	- one size larger for CMD & CMB
Natural Armor +3 (race); Natural Weapon: bite	Potent Enzymes (Ex): Strands do 1d2 Str damage
Non-Humanoid Body: no arms, manipulate w/ tentacles	Improved Natural Attack: bite does d8 damage
Stability: +4 CMD vs trip & bull rush	
Stony Resistance: Electricity resistance 5	
Strands: 15' range, 1 Str dam; + sticky (AC 20, 1 HP)	
Terrain Stride: normally move through underground difficult terrain	

CLASS RECORDER											
CURRENT HP	HP GAINED	HD	CLASS NAME		BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
11	10	1	That Which Must Not Be		0	4	1	0	0	2	1

SKILLS				
	TOTAL	RANKS	ABILITY	MISC
* ACROBATICS +	DEX 4		4	
* APPRAISE	INT 0		0	
* BLUFF	CHA -1		-1	
* CLIMB +	STR 4		4	
* CRAFT:	INT 0		0	
* DIPLOMACY	CHA -1		-1	
* DISABLE DEVICE +	DEX		4	
* DISGUISE	CHA -1		-1	
* ESCAPE ARTIST +	DEX 4		4	
* FLY +	DEX 4		4	
* HANDLE ANIMAL	CHA		-1	
* HEAL	WIS 2		2	
* INTIMIDATE	CHA -1		-1	
* KN: (dungeoneering)	INT 4	1	0	3
* KN:	INT		0	
* KN:	INT		0	
* KN:	INT		0	
* KN:	INT		0	
* KN:	INT		0	
* LINGUISTICS	INT		0	
* PERCEPTION	WIS 6	1	2	3
* PERFORM:	CHA -1		-1	
* PROF:	WIS		2	
* RIDE +	DEX 4		4	
* SENSE MOTIVE	WIS 2		2	
* SLEIGHT OF HAND +	DEX		4	
* SPELLCRAFT	INT		0	
* STEALTH +	DEX 8	1	4	3
* SURVIVAL	WIS 6	1	2	3
* SWIM +	STR 4		4	
* USE MAGIC DEVICE	CHA		-1	
* 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 SLOW MEDIUM FAST 0 / 2,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
20					

INIT	DEX MOD	MISC MOD
4	4	

HERO	SR	DR

RESISTANCES
electricity 5

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
bite	+4	1d8+6	20,x2		S		
strands	+4	1d2 Str	20,x2	15	A		+sticky