

Rowhenua Moemoea

CHARACTER Subterranean Nightmare (Roper) Medium female

RACE & LA SIZE GENDER HEIGHT WEIGHT HAIR EYES SKIN

999 Chaotic Evil Rhan-Tegoth, Herald of End Times (B6-146) Sekamina via the Dark Tapestry

AGE ALIGNMENT DEITY HOMELAND & BACKGROUND OCCUPATION

LANGUAGES: Aklo, Undercommon



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

Ability Score table with columns: ABILITY SCORE, TOTAL, MOD, BASE, ENHANCE, MISC, TEMP. Rows: STR (20, 5, 16, 2, 2), DEX (18, 4, 18), CON (14, 2, 14), INT (10, 0, 10), WIS (14, 2, 12, 2), CHA (8, -1, 10, -2)

HITPOINTS

Hitpoints table with columns: CURRENT HP (47), HP GAINED (42), HD (5), NONLETHAL HP DAM, TEMPORARY HP, TOTAL HP (47), FAVORED CLASS (That Which Must Not Be)

CLASS RECORDER

Class Recorder table with columns: CLASS NAME (That Which Must Not Be), BAB (3), SKILL (20), FC HPS (5), FORT (1), REF (1), WILL (4), LEVELS (5)

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

Attacks & Defense table with columns: ARMOR CLASS (AC 20), TOUCH (14), FLAT-FOOT (16), DODGE (6), NATURAL (6), DEFLECT, MISC, TEMP, ARMOR CHECK PENALTY (0), MAXIMUM DEX (--), SPELL FAILURE (0%)

Saving Throws table with columns: SAVING THROWS (FORT 3, REF 5, WILL 6), CLASS BASE, ABILITY, ENHANCE, MISC, TEMP

Attacks table with columns: ATTACKS (MELEE 8, RANGED 7, CMB 9, CMD 23), BASE ATTACK BONUS, TEMP, ABILITY, SIZE, MISC

Max Attacks 4;



FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Feats & Features table with columns: Race (Subterranean Nightmare (Roper) (ItCoA: 15)), Class (That Which Must Not Be (ItCoA: 27)), Speed (20), Camouflage (+4 stealth while underground), Darkvision (120'), Imbuing Metabolism, Natural Armor (+3), Natural Weapon (bite), Non-Humanoid Body, 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, HD (d8), Weapon Prof (All Simple; Armor Prof: None), Aberrant Power (Physical Brute), Potent Enzymes (Ex), Improved Natural Attack (bite does d8 damage), Natural Armor (+1 (class)), Rocky Hide (Ex), Eldritch Bite (Bite counts as magic & silver), Strand (Ex), Volatile Toxin (Ex)

SKILLS

Skills table with columns: SKILLS (ACROBATICS, APPRAISE, BLUFF, CLIMB, CRAFT, DIPLOMACY, DISGUISE, ESCAPE ARTIST, FLY, HANDLE ANIMAL, HEAL, INTIMIDATE, KN, KN: (dundeoneering), KN:, KN:, KN:, KN:, LINGUISTICS, PERCEPTION, PERFORM, RIDE, SENSE MOTIVE, SLEIGHT OF HAND, SPELLCRAFT, STEALTH, SURVIVAL, SWIM, USE MAGIC DEVICE), TOTAL, RANKS, ABILITY, TRAINED, MISC

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 [ ] 15,000 / 23,000

Speed, Init, Hero, SR, DR, Resistances (electricity 10), Pool Points

ARMOR & WEAPONS

Armor & Weapons table with columns: ARMOR NAME & DESCRIPTION, AC BONUS, MAX DEX, PENALTY, SPELL FAIL, TYPE, WEIGHT

neurotoxin: Injury; save Fort negates; frequency 1/round for 4 rounds; effect 1 Con damage; cure 1 save.

Weapons table with columns: WEAPON NAME & DESCRIPTION, ATTACK MODIFIERS, DAMAGE, CRITICAL, RANGE, TYPE, WEIGHT, AMMO & NOTES