

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 | 22 | 6 | 16 | 2 | 2 | 2 |
| DEX | 18 | 4 | 18 | | 2 | -2 |
| 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 | |
| 92 | 82 | 10 | That Which Must Not Be | 7 | 40 | 10 | 3 | 3 | 7 | 10 | |
| TOTAL HP | | | 92 | FAVORED CLASS | | That Which Must Not Be | | TOTALS | | | 7 40 10 3 3 7 10 |

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

| ARMOR CLASS | TOTAL | ARMOR | SHIELD | DEX | SIZE | DODGE | NATURAL | DEFLECT | MISC | TEMP |
|------------------|-------|-------|--------|-----|------|-------|---------|---------|------|------|
| AC | 23 | -10+ | 0 | 0 | 4 | | 9 | | | |
| TOUCH | 14 | -10+ | | | 4 | | | | | |
| FLAT-FOOT | 19 | -10+ | 0 | 0 | 0 | | 9 | | | |

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

| SAVING THROWS | TOTAL | CLASS BASE | ABILITY | ENHANCE | MISC | TEMP |
|---------------|-------|------------|---------|---------|------|------|
| FORT | 5 | 3 | 2 | | | |
| REF | 7 | 3 | 4 | | | |
| WILL | 9 | 7 | 2 | | | |

Max Attacks 5;
 second attack
 @ +2 BAB

| ATTACKS | TOTAL | BASE ATTACK BONUS | TEMP | ABILITY | SIZE | MISC |
|---------------|-------|-------------------|------|---------|------|------|
| MELEE | 13 | 7 | | 6 | | |
| RANGED | 11 | 7 | | 4 | | |
| CMB | 14 | 7 | STR | 6 | | 1 |
| CMD | 28 | -10+ | B7B | 10 | | 1 |

| SKILLS | | TOTAL | RANKS | ABILITY | TRAINED | MISC |
|---|-----|-------|-------|---------|---------|------|
| <input checked="" type="checkbox"/> ACROBATICS | DEX | 8 | 1 | 4 | 3 | |
| <input type="checkbox"/> APPRAISE | INT | 0 | | 0 | | |
| <input type="checkbox"/> BLUFF | CHA | -1 | | -1 | | |
| <input checked="" type="checkbox"/> CLIMB | STR | 10 | 1 | 6 | 3 | |
| <input type="checkbox"/> CRAFT | INT | 0 | | 0 | | |
| <input type="checkbox"/> DIPLOMACY | CHA | -1 | | -1 | | |
| <input type="checkbox"/> DISABLE DEVICE | DEX | | | 4 | | |
| <input type="checkbox"/> DISGUISE | CHA | -1 | | -1 | | |
| <input checked="" type="checkbox"/> ESCAPE ARTIST | DEX | 8 | 1 | 4 | 3 | |
| <input checked="" type="checkbox"/> FLY | DEX | 4 | | 4 | | |
| <input type="checkbox"/> HANDLE ANIMAL | CHA | | | -1 | | |
| <input type="checkbox"/> HEAL | WIS | 2 | | 2 | | |
| <input checked="" type="checkbox"/> INTIMIDATE | CHA | 3 | 1 | -1 | 3 | |
| <input checked="" type="checkbox"/> KN: (dungeoneering) | INT | 13 | 10 | 0 | 3 | |
| <input type="checkbox"/> KN: | INT | | | 0 | | |
| <input type="checkbox"/> KN: | INT | | | 0 | | |
| <input type="checkbox"/> KN: | INT | | | 0 | | |
| <input type="checkbox"/> KN: | INT | | | 0 | | |
| <input type="checkbox"/> KN: | INT | | | 0 | | |
| <input type="checkbox"/> LINGUISTICS | INT | | | 0 | | |
| <input checked="" type="checkbox"/> PERCEPTION | WIS | 15 | 10 | 2 | 3 | |
| <input type="checkbox"/> PERFORM | CHA | -1 | | -1 | | |
| <input type="checkbox"/> PROF: | WIS | | | 2 | | |
| <input type="checkbox"/> RIDE | DEX | 4 | | 4 | | |
| <input type="checkbox"/> SENSE MOTIVE | WIS | 2 | | 2 | | |
| <input type="checkbox"/> SLEIGHT OF HAND | DEX | | | 4 | | |
| <input checked="" type="checkbox"/> SPELLCRAFT | INT | 4 | 1 | 0 | 3 | |
| <input checked="" type="checkbox"/> STEALTH | DEX | 17 | 10 | 4 | 3 | |
| <input checked="" type="checkbox"/> SURVIVAL | WIS | 10 | 5 | 2 | 3 | |
| <input checked="" type="checkbox"/> SWIM | STR | 6 | | 6 | | |
| <input type="checkbox"/> USE MAGIC DEVICE | CHA | | | -1 | | |
| <input type="checkbox"/> | STR | | | | | |
| <input type="checkbox"/> | STR | | | | | |
| <input type="checkbox"/> | STR | | | | | |
| <input type="checkbox"/> | STR | | | | | |
| <input type="checkbox"/> | STR | | | | | |
| <input type="checkbox"/> | STR | | | | | |

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Subterranean Nightmare (Roper) (ItCoA: 15)
 Speed: 20; never modified by armor
 Camouflage: +4 stealth while underground
 Darkvision 120'; Light Sensitivity: dazzled by bright light
 Imbuing Metabolism: Swallow magic item to gain effect
 Natural Armor +3 (race); Natural Weapon: bite
 Non-Humanoid Body: no arms, manipulate w/ tentacles
 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
 Strange Aeons: Can't age, magically age or die of old age
 Improved Natural Armor +2 (weirdness)
 Improved Critical - double threat range of bite

Class: That Which Must Not Be (ItCoA: 27)
 HD: d8; skills: 4 + Int Mod
 Weapon Prof: All Simple; Armor Prof: None
 Aberrant Power: Physical Brute
 - one size larger for CMD & CMB
 Potent Enzymes (Ex): Strands do 1d2 Str damage
 Improved Natural Attack: bite does d8 damage
 Natural Armor +2 (class);
 Rocky Hide (Ex) - Electricity Resistance 10 & Improved Natural Armor +2
 Eldritch Bite: Bite counts as magic & silver
 Strand (Ex) - increase strands by 1 (x3)
 Volatile Toxin (Ex) - strand attack contains neurotoxin
 Aberrant Power: Large +2 Str; +2 AC; -2 Dex
 Fishing Strands (Ex) - each strand pulls 5' w/ CMD
 Resinous Skin (Ex) - +2 grapple CMB, foes -2 CMD; Weapons stick (DC Con reflex)

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 | +13 | 1d10+9 | 19-20,x2 | | S | | |
| strands (x4) | +11 | 1d2 Str | 20,x2 | 20 | A | | +sticky+poison |

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 105,000 / 155,000

SPEED 20
INIT 4 = 4 DEX MOD + MISC MOD
HERO
SR **DR**
RESISTANCES electricity 10
POOL POINTS

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