CHARACTER	PLAYER
Whetu Whakawhiti	Hebeloma

RACE & LA	SIZE	GENDER	HEIGHT	WEIGHT	HAIR	EYES	SKIN
Cosmic Interloper (Flying Polyp)	Medium	N.A.	6'0"	350 lbs	none	many	gray

AGE	ALIGNMENT	DEITY	HOMELAND & BACKGROUND OCCUPATION
9,999	Chaotic Evil	Tawil At'Umr, avatar of Yog-Sothoth (B6: 148)	the Dark Tapestry

LANGUAGES: Aklo, Protean, Abyssal

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

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

ABILITY SCORE & RACIAL NOTES

HITPOINTS

CURRENT HP: 12

NONLETHAL HP DAM

TEMPORARY HP

TOTAL HP: 12

CLASS RECORDER

CLASS NAME	HP GAINED	HD	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
That Which Must Not Be	11	1	0	6	1	0	0	2	1
FAVORED CLASS: That Which Must Not Be TOTALS			0	6	1	0	0	2	1

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

ARMOR CLASS	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	12	=10+	0	0	1				1		
TOUCH	12	=10+			1				1		
FLAT-FOOT	11	=10+	0	0	0				1		

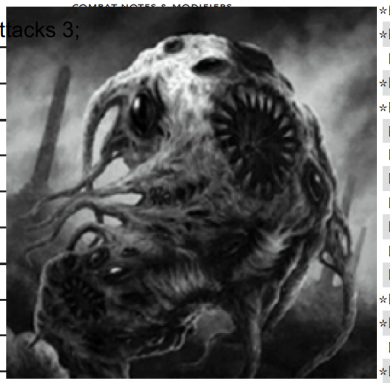
ARMOR CHECK PENALTY: 0

MAXIMUM DEX: --

SPELL FAILURE: 0%

COMBAT NOTES & MODIFIERS

Max Attacks 3;



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

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	1	0		1		
RANGED ATTACK MODIFIER	1	0		1		
CMB	4	0	CHA	4		
CMD	13	=10+	BAB 0	DODGE & DEFLECT 1	STR & DEX 2	

SKILLS

RANKS TOTAL TRAINED: 6

		TOTAL	RANKS	ABILITY	TRAINED	MISC
☆☑ Acrobatics ♦	DEX	1		1		
☆☐ Appraise	INT	2		2		
☆☐ Bluff	CHA	4		4		
☆☑ Climb ♦	STR	1		1		
☆☐ Craft:	INT	2		2		
☆☐ Diplomacy	CHA	4		4		
☐ Disable Device ♦	DEX			1		
☆☐ Disguise	CHA	4		4		
☆☑ Escape Artist ♦	DEX	1		1		
☆☑ Fly ♦	DEX	5	1	1	3	
☐ Handle Animal	CHA			4		
☆☐ Heal	WIS	1		1		
☆☑ Intimidate	CHA	8	1	4	3	
☑ Kn: (planes)	INT	6	1	2	3	
☐ Kn:	INT			2		
☐ Kn:	INT			2		
☐ Kn:	INT			2		
☐ Kn:	INT			2		
☐ Kn:	INT			2		
☐ Linguistics	INT			2		
☆☑ Perception	WIS	9	1	1	3	4
☆☐ Perform:	CHA	4		4		
☐ Prof:	WIS			1		
☆☐ Ride ♦	DEX	1		1		
☆☐ Sense Motive	WIS	1		1		
☐ Sleight of Hand ♦	DEX			1		
☑ Spellcraft	INT	6	1	2	3	
☆☑ Stealth ♦	DEX	5	1	1	3	
☆☑ Survival	WIS	1		1		
☆☑ Swim ♦	STR	1		1		
☐ Use Magic Device	CHA			4		
☐	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

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Cosmic Interloper (Flying Polyp) (ItCoA: 8)
Move: 5, fly 30 (clumsy); Darkvision 60'
Air Manipulation (Sp): alter winds, whispering wind (1/day)
All-Around Vision: +4 Perception; Immune to flanking
Imbuing Metabolism: Swallow magic item to gain effect
Interstellar Fortitude: Can withstand vacuum of void

Class: That Which Must Not Be (ItCoA: 27)
HD: d8; skills: 4 + Int Mod
Weapon Prof: All Simple; Armor Prof: None
Aberrant Power: Mental Juggernaut
Psychic Sensitivity: Use Ordinary Skills for Occult Purposes
Spell-like Ability: cast Instigate Psychic Duel (at will)
Deflecting Winds (Su) +1 AC & Reflex
Tentacle Specialist (Aberration) Tentacles are primary attacks

EXPERIENCE: 0 / 2,000
SLOW ☐ MEDIUM ☑ FAST ☐

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	5	30			

INIT 1 = 1 (DEX MOD) + (MISC MOD)

HERO

SR

DR

RESISTANCES

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
tentacles (x2)		1d4+1	20.x2				

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