Cosmic Interloper (Flying Polyp) Medium N.A. RACE & LA

GENDER Tawil At'Umr, avatar of Yog-Sothoth (B6: 148)

6'0"

the Dark Tapestry

HEIGH.

350 lbs none WEIGHT

many EYES

gray

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

Chaotic Evil Aklo, Protean, Abyssal

9.999

RACIAL NOTES

CMD

23

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

**HITPOINTS CLASS RECORDER** 92 10 That Which Must Not Be 7 60 10 3 3 7 10 102 NONLETHAL That Which Must Not Be TOTALS 10 3 3 7 TOTAL HP 102 60 10

0 2 AC 1 =10+ 13 1 2 MAXIMUM **TOUCH** =10+ SPELL FAILURE 14 0 0 0 2 2 0% FLAT-FOOT **-10**+ Max At AVING THROWS ABILITY 6 3 3 Second Attac **FORT** @ +2 BAB 5 3 1 REF 1 8 WILL MELEE 3 10 RANGED 8 1 **CMB** 11 7 CHA 4

ATTACKS & DEFENSE

				TOTAL	KANAKS	ABILITI	TRAINED	MIISC
	* 🗹	ACROBATICS •	DEX	6	2	1	3	
	*•	APPRAISE	INT	2		2		
_	* 🔲	BLUFF	CHA	4		4		
ı	* 🗹	CLIMB +	STR	8	2	3	3	
i	* 🔲	CRAFT:	INT	2		2		
	*•	DIPLOMACY	СНА	4		4		
Ī		DISABLE DEVICE •	DEX			1		
J	*•	DISGUISE	CHA	4		4		
si	* <b>Z</b>	ESCAPE ARTIST •	DEX	1		1		
	* 🗹	FLY +	DEX	14	10	1	3	
		HANDLE ANIMAL	СНА			4		
	*•	HEAL	WIS	1		1		
	* 🗹	INTIMIDATE	СНА	17	10	4	3	
		Kn: (planes)	INT	15	10	2	3	
		Kn:	INT			2		
		Kn:	INT			2		
		Kn:	INT			2		
		Kn:	INT			2		
		Kn:	INT			2		
		LINGUISTICS	INT			2		
	* 🗹	PERCEPTION	WIS	18	10	1	3	4
	*•	PERFORM:	СНА	4		4		
		Prof:	WIS			1		
ŧ	*•	RIDE +	DEX	1		1		
	÷ 🔲	SENSE MOTIVE	wis	1		1		
		SLEIGHT OF HAND •	DEX			1		
		SPELLCRAFT	INT	7	2	2	3	
	* 🗹	STEALTH +	DEX	14	10	1	3	
_	* <b></b>	SURVIVAL	WIS	6	2	1	3	
-	* <b>2</b>	SWIM +	STR	8	2	3	3	
		Use Magic Device	СНА			4		
			STR					
-			STR					
			STR					
			STR					
_			STR					
_			STR					
	MA	RK A TO SHOW A CLASS  * SKILL CAN BE USE			TH RANKS			BONUS.

## **FEATS & 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 Mental Juggernaut +2 attack for duels & +1 DC Heritage: Gust of Wind (Sp) - cast every 1d4 rnds Strange Aeons: Can't age, magically age or die of old age Constricting Grasp (Ex) - grapple after tentacle attack deals 1d8 bludgeon dam Attaching Strike - tentacles attach polyp to foe Corrupting Injection (Su) - 3d6 negative energy dam/rnd to attached foe Weapon focus (tentacles) +1 attack Magic Natural Attacks - tentacles are magic weapons

Pillage Brain - Rip brain from immobilized/grappled foe

BAB

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) +2 AC & Reflex

Tentacle Specialist (Aberration) Tentacles are primary attacks Improved Natural Attacks - tentacles due 1d6 dam Heritage: Malleable (Ex) – Immune to Precise Strikes Inscrutable Anatomy - 25% chance of critical & sneak attacks do just normal dam Tentacular Whirlwind - Make a tentacle attack against all foes in range

Tentacles - Additional two tentacles w/ attacks Improved Critical - double critical range of tentacles Natural Armor +2

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	BASE	FLY	SWIM	CLIMB	MISC					
SPEED		5	30							
INIT	1	=								
HERO										
SR		DR								
RESISTANCES										

	ARMOR & WEAPONS	POOL POINTS						
	ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT	
A	RMOR None							
s	None None							

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
tentacles (x4)	+10+1	1d6+3	19-20.x2				+constrict
Psychic Duel (via Instigate Psychic Duel)	+10+2	1d8+3	20,x2				