

Whetu Whakawhiti

CHARACTER Cosmic Interloper (Flying Polyp) Medium N.A. 9,999 Chaotic Evil Tawil At'Umr, avatar of Yog-Sothoth (B6: 148)

LANGUAGES: Aklo, Protean, Abyssal

Hebeloma

PLAYER 6'0" 350 lbs none many gray the Dark Tapestry



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 for STR, DEX, CON, INT, WIS, CHA.

HITPOINTS and CLASS RECORDER. HITPOINTS: CURRENT HP 102, HP GAINED 92, HD 10. CLASS RECORDER: CLASS NAME That Which Must Not Be, BAB 7, SKILL 60, FC HPS 10, FORT 3, REF 3, WILL 7, LEVELS 10.

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

SKILLS RANKS TOTAL 60

ATTACKS & DEFENSE table with columns: ARMOR CLASS, TOTAL, ARMOR, SHIELD, DEX, SIZE, DODGE, NATURAL, DEFLECT, MISC, TEMP. Rows for AC, TOUCH, FLAT-FOOT.

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

Skills list table with columns: SKILL, DEX, TOTAL, RANKS, ABILITY, TRAINED, MISC. Includes Acrobatics, Appraise, Bluff, Climb, Craft, Diplomacy, Disguise, Escape Artist, Fly, Handle Animal, Heal, Intimidate, Knowledge, Linguistics, Perception, Perform, Ride, Sense Motive, Sleight of Hand, Spellcraft, Stealth, Survival, Swim, Use Magic Device.

SAVING THROWS table with columns: SAVING THROWS, TOTAL, CLASS BASE, ABILITY, ENHANCE, MISC, TEMP. Rows for FORT, REF, WILL.

Max Attacks 5; Second Attack @ +2 BAB. Includes image of a tentacle creature.

ATTACKS table with columns: ATTACKS, TOTAL, BASE ATTACK BONUS, TEMP, ABILITY, SIZE, MISC. Rows for MELEE, RANGED, CMB, CMD.

FEATS & FEATURES CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Feats and Features table with columns: Race, Move, Air Manipulation, All-Around Vision, Imbuing Metabolism, Interstellar Fortitude, Mental Juggernaut, Heritage, Strange Aeons, Constricting Grasp, Attaching Strike, Corrupting Injection, Weapon focus, Magic Natural Attacks, Pillage Brain, Class, HD, Weapon Prof, Aberrant Power, Psychic Sensitivity, Spell-like Ability, Deflecting Winds, Tentacle Specialist, Improved Natural Attacks, Heritage, Inscrutable Anatomy, Tentacular Whirlwind, Tentacles, Improved Critical, Natural Armor.

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 [x] 105,000 / 155,000

SPEED, INIT, HERO, SR, DR, RESISTANCES, POOL POINTS

ARMOR & WEAPONS

ARMOR table with columns: ARMOR NAME & DESCRIPTION, AC BONUS, MAX DEX, PENALTY, SPELL FAIL, TYPE, WEIGHT. Rows for None.

WEAPON table with columns: WEAPON NAME & DESCRIPTION, ATTACK MODIFIERS, DAMAGE, CRITICAL, RANGE, TYPE, WEIGHT, AMMO & NOTES. Rows for tentacles (x4), Psychic Duel.