

## **ZenithSloth's The Thing CL 11**

Medium The Thing beast 11/noble 1

**Init** +7; Senses low-light vision, **Perception** +7

**Defenses** Ref 13 (12 flat-footed), Fort 13, Will 14; 0

**HP** 77; DR 0; Threshold 13

**Speed** 6 squares

Melee bite +10 (1d6+2)

Melee claw +10 (1d4+2)

Melee slam +10 (1d4+2)

Ranged +9

Base Atk +8; Grp +10

Abilities Str 15, Dex 12, Con 12, Int 3, Wis 12, Cha 14

**Special Qualities** Arctic, Stealth is a class skill

Feats Hideous Visage, Impersonate, Metamorph, Skill Focus (Deception), Skill Training (Deception)

Skills Deception +18, Stealth +12

Special Abilities:

**Shapeshift** into any humanoid Species of Medium size as a Full-Round Action. While Shapeshifted, a Thing gains a +10 Species bonus on Deception checks made for Deceptive Appearances to disguise its appearance. Additionally, a Thing can perform a Deceptive Appearance to disguise its appearance as a Full-Round Action at no penalty.