

Chinjoka
 CHARACTER
 Draaki medium male
 RACE & LA SIZE GENDER
 15 Chaotic Neutral Yig, Father of Serpents
 AGE ALIGNMENT DEITY
 LANGUAGES: Draconic, Undercommon

Hebeloma
 PLAYER
 6'11" 255 lbs none yellow red
 HEIGHT WEIGHT HAIR EYES SKIN
 Sekamina, Darklands
 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	18	2	2	
DEX	16	3	14	2		
CON	18	4	16	2		
INT	12	1	12			
WIS	8	-1	10	-2		
CHA	10	0	10			

HITPOINTS			CLASS RECORDER												
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS					
15	14	1	Underterror	0	3	1	0	2	2	1					
TOTAL HP			15	FAVORED CLASS		Underterror	TOTALS		0	3	1	0	2	2	1

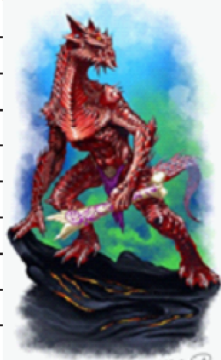
ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	20	-10+	6	1	3					
TOUCH	13	-10+			3					
FLAT-FOOT	17	-10+	6	1	0					

SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
FORT	4	0	4			
REF	5	2	3			
WILL	1	2	-1			

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE	6	0	6			
RANGED	3	0	3			
CMB	6	0	STR	6		
CMD	19	-10+	BOB	0	STR & DEX	9



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

Race: Draaki - humanoid (reptilian) (AAW:URC 49) Class: Underterror HD: d10; skills 2 + Int Mod(AAW:URC 120)
 Darkvision 60'; Light Blindness: blinded 1 rnd then dazzled Weapon Prof: All Simple + axes, hammer & picks
 Change Shape: Assume appearance of unique Drow Armor Prof: Light & Medium Armor & shields
 Wyrmscourged: +1 attack, +2 AC, +2 save vs dragons Darkvision +10/odd level
 Draaki subtype: Graldin (fire type) Undershape: assume specific humanoid form (at will, indefinitely) 1/MI
 Breath Weapon: 20-ft. line of fire 1d6 dam (1/day) Morlock

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	3
<input checked="" type="checkbox"/> Acrobatics	DEX	-2	3		
<input type="checkbox"/> Appraise	INT	1	1		
<input type="checkbox"/> Bluff	CHA	0	0		
<input checked="" type="checkbox"/> Climb	STR	5	1	6	3
<input type="checkbox"/> Craft	INT	1	1		
<input type="checkbox"/> Diplomacy	CHA	0	0		
<input type="checkbox"/> Disable Device	DEX		3		
<input checked="" type="checkbox"/> Disguise	CHA	0	0		
<input checked="" type="checkbox"/> Escape Artist	DEX	-2	3		
<input checked="" type="checkbox"/> Fly	DEX	-2	3		
<input type="checkbox"/> Handle Animal	CHA		0		
<input type="checkbox"/> Heal	WIS	-1	-1		
<input checked="" type="checkbox"/> Intimidate	CHA	0	0		
<input checked="" type="checkbox"/> KN: arcana	INT		1		
<input checked="" type="checkbox"/> KN: dungeoneering	INT		1		
<input checked="" type="checkbox"/> KN: planes	INT		1		
<input type="checkbox"/> KN:	INT		1		
<input type="checkbox"/> KN:	INT		1		
<input type="checkbox"/> KN:	INT		1		
<input type="checkbox"/> Linguistics	INT		1		
<input checked="" type="checkbox"/> Perception	WIS	3	1	-1	3
<input type="checkbox"/> Perform	CHA	0	0		
<input type="checkbox"/> Prof:	WIS		-1		
<input checked="" type="checkbox"/> Ride	DEX	-2	3		
<input checked="" type="checkbox"/> Sense Motive	WIS	-1	-1		
<input type="checkbox"/> Sleight of Hand	DEX		3		
<input type="checkbox"/> Spellcraft	INT		1		
<input checked="" type="checkbox"/> Stealth	DEX	2	1	3	3
<input checked="" type="checkbox"/> Survival	WIS	-1	-1		
<input checked="" type="checkbox"/> Swim	STR	1	6		
<input checked="" type="checkbox"/> Use Magic Device	CHA		0		
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
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<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	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

EXPERIENCE SLOW MEDIUM FAST 0 / 2,000

SPEED BASE FLY SWIM CLIMB MISC 30

INIT 3 = 3 DEX MOD + MISC MOD

HERO

SR DR

RESISTANCES fire 5

POOL POINTS evolution

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Breastplate	6	3	-4	25	Md	30.0
SHIELD Light Steel Shield	1		-1	5	Lt	6.0

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
dragonbone longsword	+6	1d8+6+1	19-20,x2		S	4.0	
slam	+6	1d8+6	20,x2		B		

