Chinjoka CHARACTER Hebeloma yellow 255 lbs Draaki medium male 6'11" none GENDER HAIR RACE & LA SIZE HEIGHT WEIGHT Sekamina, Darklands
HOMELAND & BACKGROUND OCCUPATION 15 AGE Yig, Father of Serpents Chaotic Neutral



AGE ALIGNMENT DEITY	HOMELAND & BACKGRO	UND OCCUPA	TION				A 37	ROI	CIEINI		1000	G G	AJM	DE/			
LANGUAGES: Draconic, Undercommon							Origina	al by Neceros	. Modified	by abel	lius@ya	hoo.com.	Version	1.0.2012			
	HIT	POIN	TS				CL	ASS RE	COPI	DEP							
	MP CURRENT		HP GAINED	HD		CLAS	S NAME	133 KL	ВАВ	SKILL	FC HPS	FORT	REF	WILL	LEVELS		
STR         22         6         18         2         2	<b></b>	_	14	1		Unde	erterror		0	3	1	0	2	2	1		
DEX 16 3 14 2	_  1 <i> </i>	_		1													
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	TEMPORARY HP																
wis 8 -1 10 -2		OTAL H	P 15	FAVOR	ED	Underter	ror	TOTALS	0	3	1	0	2	2	1		
CHA 10 0 10	<u>'</u>	OTAL H	P 13	CLAS	S	Onderter	101	IOIALS	0	3	<u>'</u>	l 0			<u>'</u>		
	┩┌──	CONDITIONS	& MISCELLANEOUS	TRACKING		I				SKIL				RANKS TOTAL	3		
ABILITY SCORE & RACIAL NOTES						*	✓ ACROBATION	cs •	D		-2	ANKS A	3	RAINED	MISC		
ATTACI	(S & DEFENSE						APPRAISE			_	1		1				
	IZE DODGE NATURAL	DEFLECT	MISC TEMP	_		*	☐ BLUFF		CH	HA I	0		0				
AC 20 =10+ 6   1   3				ARM	OR CHECK PENALTY		CLIMB •		S.	TR	5	1	6	3			
<b>TOUCH</b> 13 =10+		i	$\neg \neg$	ī	MAXIMUM		CRAFT:		11	_	1	_	1				
		إلصا		╡	DEX		<ul><li>□ DIPLOMAG</li><li>□ DISABLE D</li></ul>		CH D	_	0		3				
<b>FLAT-FOOT</b> 17 _10+ 6 1 0					SPELL FAILURE	I 30% I :	DISABLE L	PEVICE *	CH	_	0		0				
			COMBAT NOTES & P	AODIFIERS			ESCAPE AF	RTIST +	D	_	2		3				
SAVING THROWS TOTAL CLASS BASE ABILITY ENHANCE M	IISC TEMP			-		100	FLY •		D	_	-2		3				
FORT 4 0 4			4		100		☐ HANDLE A	NIMAL	CH	_			0				
	=		- 5		111	• *	☐ HEAL		w	'IS -	-1		-1				
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WIEL 1 2 -1			À		-11	- 42.05	✓ KN: dunge		11	NT NT	+		1				
ATTACKS TOTAL BASE ATTACK BONUS TEMP ABILITY S	IZE MISC						✓ KN: planes ✓ KN:	S		NT -	-	_	1				
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ATTACK WOOTFIER	=				1	and the second	_ Kn:			NT TI	$\neg$	-	1				
RANGED 3 0 3				7	-		LINGUISTI	ICS	11	NT	$\neg$		1				
<b>смв</b> 6 0 STR 6				111	-	· *	PERCEPTION	N	W	'IS	3	1	-1	3			
			- 1		-		PERFORM:	:	CH	HA I	0		0				
CMD 19 =10+ BOB   DO O E &   STO &				Lane	in History		☐ Prof:			'IS	_	$\rightarrow$	-1				
DEA							☐ RIDE + ☑ SENSE MC	TIVE	D	_	2		3				
FEATS	& FEATURES						SENSE MIC		w D	_	1		-1 3				
	RAITS, FEATS, AND CHARACTER FE	EATURES					☐ SPELLCRAF			NT			1				
Race: Draaki - humanoid (reptilian) (AAW:URC 49	) Class: Underter	ror HD: d	10; skills 2 + I	nt Mod(	AAW:UI	20 400	■ STEALTH •		D	_	2	1	3	3			
Darkvision 60'; Light Blindness: blinded 1 rnd then dazz	led Weapon Prof	: All Sir	nole + axe	s. ham	mer &	picks *	SURVIVAL		w	ıs -	-1		-1				
			•			·	☑ Swim •			_	1		6				
Change Shape: Assume appearance of unique Dr								IC DEVICE	CH	1A			0				
Wyrmscourged: +1 attack, +2 AC, +2 save vs drago	ns Darkvision +1	10/odd l	evel						STR								
Draaki subtype: Graldin (fire type)		Undershape: assume specific humanoid form (at will, indefinitely) 1/lvl							STR STR	$\vdash$	+						
									STR		-						
Breath Weapon: 20-ft. line of fire 1d6 dam (1/da							STR	$\vdash$	+								
							_		STR								
							MARK A 🗖 TO S	HOW A CLASS	SKILL. CLA	ASS SKIL	LS WITH	RANKS G	AIN A +3	TRAINED	BONUS.		
								L CAN BE USE	UNTRAII	NED '		CHECK F					
							EXPE	RIENCE DIUM 🗹 FA	IST 🔲		0	/		2,000	1		
										BASE	FLY	sw	νιм	CLIMB	MISC		
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	<del></del>					i	INUE		<b>,</b>		2	DEX	<del>,                                    </del>	$\overline{}$	MISC		
							INIT		3	= _	3	MOD	+ <u>L</u>		MOD		
							HERO										
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Inherited Resistance: fire 5									RESISTANCES fire 5								
ARMOR & WEAPONS  ARMOR NAME & DESCRIPTION  AC BONUS MAX DEX PENALTY SPELL FAIL TYPE WEIGHT							POOL PO	INTS		evolu	ıtion						
Procetalata				1													
ARMOR Breastplate		6	3 -4	25	Md	30.0											
SHIELD Light Steel Shield		1	-1	5	Lt	6.0											
WEAPON NAME & DESCRIPTION	ATTACK MODULISM			AMAGE		CRITICA	RANGE	TYPE	WEIGH.			ALALIC	0 & NOTI				
		ATTACK MODIFIERS			DAMAGE CRITIC				WEIGH	<del>.</del>		AMMC	√ & NUTI				
dragonbone longsword		+6			1d8+6+1 19-20			S	4.0	+							
slam	+6		10	d8+6		20,x2		В									
								+	-	+							

FEATS & SPECIAL ABILITIES  NAME USES/DAY U							I	FEATS	& SPECI				
Evolutions:			USES/DAY	USED	1 🗆			NA	ИE	AL ABILITIES		USES/DAY	USED
Slam attack			1		┨┝								
Ability Increase: Str			2		┨┞								
Ability increase. Sti					┨┝								-
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FOUIPMENT & MAGIC ITE	MS						F	OUIPM	IENT & I	MAGIC ITEMS			
EQUIPMENT & MAGIC ITE		QTY / USES	WGT N/A	WEIGHT	ж			ITEM			QTY / USES	WGT N/A	WEIGHT
dragonbone longsword (+1 damage)	-				┨╟	+					+		
Breastplate					┨┞	-					+		
Light Steel Shield	-				┨┝	-					+		
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WORN MAGIC ITEM EQUIPMENT  EQUIPMENT SLOTS FOR MAGIC ITEMS	<b>#</b>				CONTAINE	R	BAGS & CO	NTAI		DLUME/WEIGHT LIMIT/NO	)TES		WEIGHT
BELT:										,			
BODY:	1Г												
CHEST:	┨┞												
EYES:	┨┌												
FEET:	┨				RRENC	:Y				TREASURE C	ARRIED		
HANDS:	PL	ATINUM.	CARRI		CARRIED	WGT N/A	STORED	*		TREASURE			WEIGHT
HANDS.	┦┝	GOLD											$\vdash$
	┦┝	SILVER											
HEADBAND:  NECK:	⊣⊢	OPPER											
	$\exists \vdash$							LIGHT	MEDIUM	LOADS &	LIFT ABOVE	LIFT OFF	DRAG &
RING:	┨╘			'A DDL	D WE	ICHT		176	LOAD	528	528	1056	2640
RING:		ARMOR &	CURRENG	CARRIE	IPMENT	MISC	TOTAL	0	0	MODIFIE		0	0
SHOULDERS:	⊣⊢	VEAPONS				50	40.0			LOAD	0		<u> </u>
WRIST:	⅃┖	40.0	0.0	(	0.0		40.0	CURRE	NT LOAD	LIGHT 🗹 N	MEDIUM 🗖	HEAV	<b>/</b> Y <b>□</b>