

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

Hebeloma  
 PLAYER  
 10'5" 861 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	30	10	18	2	2	8
DEX	14	2	14	2		-2
CON	24	7	16	2	2	4
INT	12	1	12			
WIS	8	-1	10	-2		
CHA	10	0	10			

HITPOINTS		
CURRENT HP	HP GAINED	HD
79	74	5
NONLETHAL HP DAM		
TEMPORARY HP		
TOTAL HP	79	FAVORED CLASS
		Underterror
TOTALS	3	15 5 1 4 4 5

CLASS RECORDER									
CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS		
Underterror	3	15	5	1	4	4	5		
TOTALS	3	15	5	1	4	4	5		

ABILITY SCORE & RACIAL NOTES

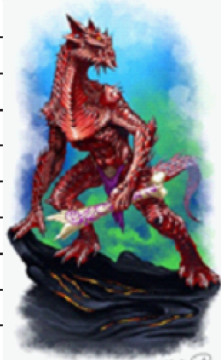
CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	21	-10+	7	1	2	-1	2			
TOUCH	11	-10+			2	-1				
FLAT-FOOT	19	-10+	7	1	0	-1	2			

ARMOR CHECK PENALTY -5  
 MAXIMUM DEX 3  
 SPELL FAILURE 30%

SAVING THROWS						
FORT	REF	WILL	CLASS BASE	ABILITY	ENHANCE	MISC
8	6	3	1	7		
	4	4	4	2		
		3	4	-1		

ATTACKS						
MELEE	RANGED	CMB	CMD	BASE ATTACK BONUS	TEMP	ABILITY
12	4	14	26	3		10
				3		2
				3	STR	10
				-10+	B3B	12



**FEATS & FEATURES**

Race: Draaki - humanoid (reptilian) (AAW:URC 49)  
 Darkvision 60'; Light Blindness: blinded 1 rnd then dazzled  
 Change Shape: Assume appearance of unique Drow  
 Wyrmscourged: +1 attack, +2 AC, +2 save vs dragons  
 Draaki subtype: Graldin (fire type)  
 Breath Weapon: 20-ft. line of fire 2d6 dam (1/day)  
 Class: Underterror HD: d10; skills 2 + Int Mod(AAW:URC 120)  
 Weapon Prof: All Simple + axes, hammer & picks  
 Armor Prof: Light & Medium Armor & shields  
 Darkvision +10/odd level  
 Undershape: assume specific humanoid form (at will, indefinitely) 1/lvl  
 Morlock, grimlocks, serpentfolk, skum, drow  
 Evasion: Reflex save for 1/2 dam takes 0 damage  
 Hel Powers: lvl/2 = 2 pool points, Cha-based  
 Mutable Form (Ex): Permanently swap 1 evolution (1/day)  
 Extra Attack (Ex): extra natural attack  
 Evolution Surge (Sp): gain 4 pt evolution (1 min/lvl) (1/day)  
 Extra Evolution (x2) +1 evolution point  
 Inherited Resistance: fire 5

SKILLS					
SKILL	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS	1	1	2	3	
* APPRAISE	1		1		
* BLUFF	0		0		
* CLIMB	9	1	10	3	
* CRAFT	1		1		
* DIPLOMACY	0		0		
* DISABLE DEVICE			2		
* DISGUISE	0		0		
* ESCAPE ARTIST	-3		2		
* FLY	-5		2		-2
* HANDLE ANIMAL			0		
* HEAL	-1		-1		
* INTIMIDATE	0		0		
* KN: arcana			1		
* KN: dungeoneering			1		
* KN: planes	5	1	1	3	
* KN:			1		
* KN:			1		
* KN:			1		
* LINGUISTICS			1		
* PERCEPTION	7	5	-1	3	
* PERFORM	0		0		
* PROF:			-1		
* RIDE	-3		2		
* SENSE MOTIVE	-1		-1		
* SLEIGHT OF HAND			2		
* SPELLCRAFT			1		
* STEALTH	1	5	2	3	-4
* SURVIVAL	3	1	-1	3	
* SWIM	9	1	10	3	
* USE MAGIC DEVICE			0		
* STR					
* STR					
* STR					
* STR					
* STR					
* 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  15,000 / 23,000

SPEED 30 BASE FLY SWIM CLIMB MISC

INIT 2 = 2 DEX MOD + MISC MOD

HERO

SR DR

RESISTANCES fire 5

POOL POINTS 9 evolution

**ARMOR & WEAPONS**

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Breastplate +1	7	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 +1	+12+1	2d6+10+1+1	19-20,x2		S	4.0	
slam	+12	3d6+15	20,x2		B		10' reach

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED
Evolutions:		
Slam attack	1	
Ability Increase: Str	2	
Large +8 Str +4 Con +2 Natural AC -2 Dex, -1 Size AC & +1 CMB & CMD, -2 Fly -4 Stealth & 10' reach	4	
Magical Attack - Natural attacks are magical	1	
Improved Damage - slam damage improved by one size	1	

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT
	dragonbone longsword +1 (& +1 damage)			
	Breastplate +1			
	Light Steel Shield			

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT

WORN MAGIC ITEM EQUIPMENT	
EQUIPMENT SLOTS FOR MAGIC ITEMS	
BELT:	
BODY:	
CHEST:	
EYES:	
FEET:	
HANDS:	
HEAD:	
HEADBAND:	
NECK:	
RING:	
RING:	
SHOULDERS:	
WRIST:	

BAGS & CONTAINERS			
#	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY			
	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD			
SILVER			
COPPER			

TREASURE CARRIED		
#	TREASURE	WEIGHT

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
40.0	0.0	0.0		40.0

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	MODIFIED LOAD	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
533	1067	1600	<b>N</b>	1600	3200	8000
0	0		0	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/>		MEDIUM <input type="checkbox"/>	HEAVY <input type="checkbox"/>	

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**SPELLS PER DAY**

CLASS  LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
11	1st					1
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE:  
 MEDIUM:  
 LONG:

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text" value="0"/>				

**BLOODLINES & PATRONS**

BLOODLINE/PATRON

BLOODLINE/PATRON

**DOMAINS**

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

**WIZARD SPECIALITY SCHOOL**

SPECIALITY

FOCUSED

PROHIBITED

PROHIBITED

**SPELLS PER DAY**

CLASS  LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE:  
 MEDIUM:  
 LONG:

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text" value="0"/>				

SPELLS										
LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE	
			Hel Powers							
1			Darkness - 20-ft. radius of supernatural shadow	Evocation						CRB

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