

Chinjoka

Hebeloma

CHARACTER Draaki medium male

PLAYER 10'5" 861 lbs none yellow red

RACE & LA 15 Chaotic Neutral Yig, Father of Serpents

HEIGHT WEIGHT HAIR EYES SKIN

AGE ALIGNMENT DEITY

Sekamina, Darklands

LANGUAGES: Draconic, Undercommon

HOMELAND & BACKGROUND OCCUPATION



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: STR (30, 10, 18, 2, 2, 8), DEX (14, 2, 14, 2, -2), CON (26, 8, 16, 2, 4, 4), INT (12, 1, 12, -2), WIS (8, -1, 10, -2), CHA (10, 0, 10).

HITPOINTS

Hitpoints table with columns: CURRENT HP (251), HP GAINED (236), HD (15), NONLETHAL HP DAM, TEMPORARY HP, TOTAL HP (251), FAVORED CLASS (Underterror).

CLASS RECORDER

Class Recorder table with columns: CLASS NAME (Underterror), BAB (11), SKILL (45), FC HPS (15), FORT (5), REF (9), WILL (9), LEVELS (15).

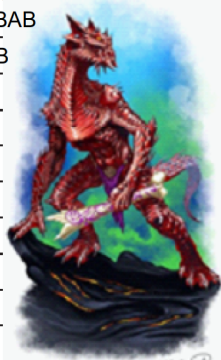
ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

Armor Class table with columns: ARMOR CLASS, TOTAL, ARMOR, SHIELD, DEX, SIZE, DODGE, NATURAL, DEFLECT, MISC, TEMP. Rows: AC (27, -10+, 9, 1, 2, -1), TOUCH (11, -10+, 2, -1), FLAT-FOOT (25, -10+, 9, 1, 0, -1).

Combat notes & modifiers table with columns: COMBAT NOTES & MODIFIERS. Rows: second attack @ +6 BAB, third attack @ +1 BAB.



Saving Throws table with columns: SAVING THROWS, TOTAL, CLASS BASE, ABILITY, ENHANCE, MISC, TEMP. Rows: FORT (13, 5, 8), REF (11, 9, 2), WILL (8, 9, -1).

Attacks table with columns: ATTACKS, TOTAL, BASE ATTACK BONUS, TEMP, ABILITY, SIZE, MISC. Rows: MELEE (20, 11, 10, -1), RANGED (12, 11, 2, -1), CMB (22, 11, STR, 10, -1, 2), CMD (34, -10+, 12, -1, 2).

SKILLS

Skills table with columns: SKILL, TOTAL, RANKS, ABILITY, TRAINED, MISC. Rows: ACROBATICS, APPRAISE, BLUFF, CLIMB, CRAFT, DIPLOMACY, DISGUISE, ESCAPE ARTIST, FLY, HANDLE ANIMAL, HEAL, INTIMIDATE, KN: arcana, KN: dungeoneering, KN: planes, KN, LINGUISTICS, PERCEPTION, PERFORM, PROF, RIDE, SENSE MOTIVE, SLEIGHT OF HAND, SPELLCRAFT, STEALTH, SURVIVAL, SWIM, USE MAGIC DEVICE.

FEATS & FEATURES

Feats & Features table with columns: CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES. Rows: 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 3d6 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, etc., Evasion: Reflex save for 1/2 dam takes 0 damage, Hel Powers: lvl/2 = 7 pool points, Cha-based, Mutable Form (Ex): Permanently swap 3 evolution (1/day), Extra Attack (Ex): extra natural attack (x2), Evolution Surge (Sp): gain 4 pt evolution (1 min/lvl) (3/day), Extra Evolution (x5) +1 evolution point, Evolution Gift: - Give target 1 or 2 pt evolution (1 min/lvl) (1/day), Improved Critical - slam - doubles threat range, Inherited Resistance: fire 5.

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 table with columns: EXPERIENCE, SLOW, MEDIUM, FAST. Values: 635,000 / 890,000.

SPEED table with columns: SPEED, BASE, FLY, SWIM, CLIMB, MISC. Values: 30, 30.

INIT table with columns: INIT, DEX MOD, MISC MOD. Value: 2.

HERO table with columns: HERO

SR and DR table with columns: SR, DR

RESISTANCES table with columns: RESISTANCES. Value: Immune to acid, disease, fire & poison

POOL POINTS table with columns: POOL POINTS. Value: 22 evolution

ARMOR & WEAPONS

Armor & Weapons table with columns: ARMOR NAME & DESCRIPTION, AC BONUS, MAX DEX, PENALTY, SPELL FAIL, TYPE, WEIGHT. Rows: Breastplate +3 (9, 3, -4, 25, Md, 30.0), Light Steel Shield (1, -1, 5, Lt, 6.0).

Weapon table with columns: WEAPON NAME & DESCRIPTION, ATTACK MODIFIERS, DAMAGE, CRITICAL, RANGE, TYPE, WEIGHT, AMMO & NOTES. Rows: dragonbone longsword +3 (+20+3, 2d6+10+3+1, 19-20,x2, S, 4.0), slam (+20, 3d6+15+1d6 fire, 19-20,x2, B, 10' reach, 1d6 bleed).

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text" value="11"/>	1st	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="4"/>
<input type="text" value="12"/>	2nd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="3"/>
<input type="text" value="13"/>	3rd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="2"/>
<input type="text" value="14"/>	4th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>
<input type="text"/>	5th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CLOSE: 25FT + 5FT / 2 LVL MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

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

SPELL POINTS

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
<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	1st	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2nd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3rd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

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

SPELL POINTS

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
			Hel Powers						
1			Darkness - 20-ft. radius of supernatural shadow	Evocation					CRB
1			Bane - Enemies take -1 on attack rolls and saves against fear.	Enchantment					CRB
1			Command - One subject obeys selected command for 1 round.	Enchantment					CRB
1			Forbid Action - Target obeys your command to not do something.	Enchantment					CRB
2			Deeper Darkness - 60-ft. radius of supernatural shadow - no darkvision	Evocation					CRB
2			Excruciating Deformation - touch attack 2d6 pts damage, 1 pt Dex dam & 1 pt Con dam & speed -10	Transmutation					UM
2			Vision of Hell - Illusory hellscape makes creatures shaken.	Illusion					UM
3			Command, Greater - As command, but affects one subject/level.	Enchantment					CRB
3			Baleful Polymorph - Turns subject into harmless animal.	Transmutation					UM
4			Planar Binding Traps extraplanar creature of 12 HD or less until it performs a task.	Conjuration					CRB