Chinjoka CHARACTER Hebeloma yellow 10'5" Draaki medium male 861 lbs none RACE & LA GENDER HAIR SIZE HEIGHT WEIGHT 15 AGE Chaotic Neutral Yig, Father of Serpents Sekamina, Darklands
HOMELAND & BACKGROUND OCCUPATION



AGE ALIGNMENT DEITY LANGUAGES: Draconic, Undercommon		HOMELAND	& BACKGRO	OUND OCCUP	ATION						Original by Neceros							
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ABILITY SCORE &	一			CONDITION	S & MI	SCELLANEOUS T	RACKING						SK	TOTAL	RANKS	ABILITY	TOTAL	45 MISC
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AC 27 =10+ 9 1 2	-1		6				ARM	PENALTY	-5		Сымв ◆		STR	9	1	10	3	
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SAVING THROWS TOTAL CLASS BASE ABILITY ENHANCE	MISC	TEMP	secon	d attack		+6 BAB	-	1		* 2	SCAPE ARTIST +		DEX	-3 8	10	2	3	-2
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DENCECT BEA							- Carrier	WHS())	WILD.		RIDE +		DEX	-3		2		
FFAT	S & F	EATUR	ES							_	SENSE MOTIVE SLEIGHT OF HAND •		WIS	-1		-1 2		
CLASS FEATURES, RACIAL	TRAITS, F	EATS, AND C	HARACTER F					,			PELLCRAFT		INT			1		
Race: Draaki - humanoid (reptilian) (AAW:URC 4	<u> </u>		Class: Underterror HD: d10; skills 2 + Int Mod(AAW:URC 120) **Z STEALTH * DEX 11 15 **Z STEALTH * DEX 11 15 **Z STEALTH * DEX 11 15					2	3	-4								
Darkvision 60'; Light Blindness: blinded 1 rnd then daz	zled	Weap	weapon Froi. All Simple + axes, naminel & picks						SWIM +		STR	9	1	-1 10	3			
Change Shape: Assume appearance of unique D	row	Armor	Armor Prof: Light & Medium Armor & shields					Jse Magic Device		СНА			0					
Wyrmscourged: +1 attack, +2 AC, +2 save vs drag	ons	Darkvision +10/odd level							STR		\vdash							
Draaki subtype: Graldin (fire type)		Undershape: assume specific humanoid form (at will, indefinitely) 1/lvl							STR		Н							
Breath Weapon: 20-ft. line of fire 3d6 dam (1/d	ay)	Morlock, grimlocks, serpentfolk, skum, drow, etc.							STR		\Box							
,		Evasion: Reflex save for 1/2 dam takes 0 damage						STR		Н								
						ool points				_	K A 🔲 TO SHOW A CLASS	S SKILL. (CLASS S	SKILLS WIT	TH RANKS	GAIN A +	3 TRAINE	D BONUS.
					•	nently swa					* SKILL CAN BE USI	ED UNTR	AINED			K PENALT		
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				, .		4 pt evolut) (3/day)			픳				<u> </u>		MISC
Flyby Attack - attack at any point during fly move						evolution	•			Ш	INIT 2	2	=	2	MOD.	+ [MOD
Improved Evasion: Failed Reflex save, take 1/2 of	lam	Evolutio	on Gift: -	Give targ	et 1	or 2 pt evol	ution	(1 min/lv	l) (1/day)		HERO							
Improved Dreadful Presence (Ex): transform into writhing ma	ass;	Improv	ved Cri	tical - s	lam	- doubles	thre	eat rang	ge		SR			DR				
& all w/in 60' -4 fear and Will save or shaken 1 rnd	lvl/b	Inherit	ted Res	sistance	: fir	re 5				DE	SISTANCES	mmur	o to	acid	diso	aso fi	ro & r	oicon
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ARMO ARMOR NAME & DESCRIPTION	R&	WEAPC	ONS	AC BONUS	MAX D	EX PENALTY S	PELL FAI	L TYPE	WEIGHT	PC	OOL POINTS	22	ev	olutior	<u> </u>			
ARMOR Breastplate +3				9	3	-4	25	Md	30.0									
SHIELD Light Steel Shield				1		-1	5	Lt	6.0									
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weapon name & description dragonbone longsword +3			* MODIFIER	5	\top	2d6+1	N+3+	-1	19-20		RANGE TYPE	4.			АМ	MO & NO	IES	
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slam	-		+20		+	3d6+15	- 100	iire	19-20	,x∠	В	-	\dashv	10' re	acn,	מ סטו	eea	
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FEATS & SPECIAL ABILITIES	USES/DAY	USED
Evolutions:	USES/DAT	OSED
Slam attack	1	
Ability Increase: Str	2	
Large +8 Str +4 Con +2 Natural AC -2 Dex, -1 Size AC	4	
& +1 CMB & CMD, -2 Fly -4 Stealth & 10' reach		
Magical Attack - Natural attacks are magical	1	
Improved Damage - slam damage improved by one size	1	
Energy Attacks (Su) - slam does 1d6 fire damage	2	
Bleed - slam does 1d6 bleed damage	1	
Flight (Ex) - 30' move; average maneuverability	2	

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED
Improved Natural Armor (Ex) +2 Natural AC	1	
Fiendish Appearance - subject to spells that target evil subtype	3	
+2 save vs acid, disease, fire & poison; Spell Resistance 20 vs good		
Fiendish Appearance II - +4 save vs acid, disease, fire & poison;	2	
& Spell Resistance 20 vs any spell or spell-like ability from good foe		
Fiendish Appearance III - Immune to acid, disease, fire & poison	2	
Spell Resistance 26 vs any spell or spell-like ability from good foe		

	EQUIPMENT & MAGIC ITEMS ## OTY/USES WGTN/A WEIGHT										
ж		QTY / USES	WGT N/A	WEIGHT							
⊢	dragonbone longsword +3 (& +1 damage)										
L	Breastplate +3										
ᆫ	Light Steel Shield										
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	EQUIPMENT & MAGIC ITEMS			
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WORN MAGIC ITEM EQUIPMENT								
	EQUIPMENT SLOTS FOR MAGIC ITEMS							
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	LOADS & LIFT								

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			SPELLS PER DAY		BLOODLINES & PATRONS			SPE	LLS PER D	PAY	
CLA	ss	ι	Inderterror	LEVEL 15	BLOODLINE/PATRON		CLASS			LEVI	EL
SAV	E DC	LEVEL	ABILITY TOTAL CLASS BONUS	SPELLS MISC KNOWN	BLOODLINE/PATRON		SAVE DC LEV	EL TOTAL	A CLASS B	BILITY ONUS MISC	SPELLS KNOWN
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		9th			SPECIALITY		91				
CLOSE: 25FT + 5FT / 2 LV	60		MEDIUM: 100FT + 10FT / LVL 250	400FT + 40FT / LVL 1,000	FOCUSED		CLOSE: 25FT + 5FT / 2 LVL 25	100 10ft	IUM: FT + / LVL 100	400ft 40ft /	G: + LVL 400
SPE		TOTAL	CLASS ABILITY OTHI	ER CURRENT POINTS	PROHIBITED		SPELL	OTAL CL	ASS ABILITY	OTHER (LURRENT POINTS
POII		0			PROHIBITED		POINTS	0			
LEVEL	PREP	USED		NAM	SPELLS ME & DESCRIPTION	SCHOOL	DURATION	I RA	NGE S/	AVE SR	REFERENCE
			Hel Powers								
1			Darkness - 20-ft. ra			Evocation					CRB
1 1					rolls and saves against fear. ected command for 1 round.	Enchantme					CRB CRB
1					command to not do something.	Enchantme					CRB
			r ensita / tetteri	got oboyo your o	onmana to not as something.						0110
2			Deeper Darkness -	60-ft. radius of s	supernatural shadow - no darkvision	Evocation	า				CRB
2			Excruciating Deformation	n - touch attack 2d6 p	ots damage, 1 pt Dex dam & 1 pt Con dam & speed -10	Transmutati	on				UM
2			Vision of Hell - Illus	sory hellscape ma	akes creatures shaken.	Illusion					UM
3			Command Greater	As command	but affects one subject/level.	Enchantme	nt				CRB
3					nto harmless animal.	Transmutati					UM
			Daloral F Olymorphi	Tarrio cabject ii	me namilese arimai.	Transmatat	0.11				0.0.
											+
4			Planar Binding Tra	aps extraplanar cre	eature of 12 HD or less until it performs a task.	Conjuration	n				CRB
											+