

Kuchotsedwa

Hebeloma

CHARACTER
Vestraadi medium female
RACE & LA SIZE GENDER
44 Neutral the Current
AGE ALIGNMENT DEITY

PLAYER
5'8" 170 lbs none none brown/green
HEIGHT WEIGHT HAIR EYES SKIN
Orv, Darklands
HOMELAND & BACKGROUND OCCUPATION



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

LANGUAGES: Straad, Undercommon

Table with columns: ABILITY SCORE, TOTAL, MOD, BASE, ENHANCE, MISC, TEMP. Rows for STR, DEX, CON, INT, WIS, CHA.

HITPOINTS

Table with columns: CURRENT HP, HP GAINED, HD, NONLETHAL HP DAM, TEMPORARY HP, TOTAL HP. Value 13.

CLASS RECORDER

Table with columns: CLASS NAME, BAB, SKILL, FC HPS, FORT, REF, WILL, LEVELS. Class: Underterror.

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

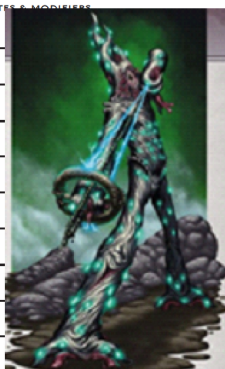
ATTACKS & DEFENSE

Table with columns: ARMOR CLASS, TOTAL, ARMOR, SHIELD, DEX, SIZE, DODGE, NATURAL, DEFLECT, MISC, TEMP. Rows for AC, TOUCH, FLAT-FOOT.

ARMOR CHECK PENALTY -1
MAXIMUM DEX 3
SPELL FAILURE 25%

Table with columns: SAVING THROWS, TOTAL, CLASS BASE, ABILITY, ENHANCE, MISC, TEMP. Rows for FORT, REF, WILL.

Table with columns: ATTACKS, TOTAL, BASE ATTACK BONUS, TEMP, ABILITY, SIZE, MISC. Rows for MELEE, RANGED, CMB, CMD.



FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Vestraadi - aberration (aquatic) (AAW:URC 162)
Class: Underterror HD: d10; skills 2 + Int Mod(AAW:URC 120)
Keen Senses (Ex)*: +2 Perception
Weapon Prof: All Simple + axes, hammer & picks
Improved Watersense (Ex): blindsight 40' in water; 5' out
Armor Prof: Light & Medium Armor & shields
Sonar (Ex): no eyes; other senses
Darkvision +10/odd level
Scent (Ex): detect by odor
Undershape: assume specific humanoid form (at will, indefinitely) 1/ML
Detect Poison (Sp): as spell (at will)
Urdefhan
Cold Resistance (Ex): 10
Dodge: +1 dodge AC
Amphibious (Ex): Vestraadi can breathe air and water.
Blind-Fight (Ex): fight unhindered w/o sight
Stalker (Ex): Perception & Stealth are class skills
Blind (Ex): invulnerable to sight-based effects & attacks
Sensory Dependent (Ex): -2 save vs auditory effects

SKILLS

Table with columns: SKILL, TOTAL, RANKS, ABILITY, TRAINED, MISC. Lists various skills like Acrobatics, Appraise, Bluff, etc.

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 [x] FAST [] 0 / 2,000

SPEED BASE 20 FLY 30 SWIM CLIMB MISC

INIT 2 = 2 DEX MOD + MISC MOD

HERO

SR DR

RESISTANCES cold 10

POOL POINTS 3 evolution

ARMOR & WEAPONS

Table with columns: ARMOR NAME & DESCRIPTION, AC BONUS, MAX DEX, PENALTY, SPELL FAIL, TYPE, WEIGHT. Row for fish scale armor.

Table with columns: WEAPON NAME & DESCRIPTION, ATTACK MODIFIERS, DAMAGE, CRITICAL, RANGE, TYPE, WEIGHT, AMMO & NOTES. Row for Vestraadi Katana-Eku.

