

Kuchotsweda

Hebeloma

CHARACTER  
**Vestraadi** medium female  
RACE & LA SIZE GENDER

PLAYER  
**5'8" 170 lbs none none brown/green**  
HEIGHT WEIGHT HAIR EYES SKIN

AGE ALIGNMENT DEITY  
**44 Neutral the Current**

HOMELAND & BACKGROUND OCCUPATION  
**Orv, Darklands**

LANGUAGES: **Straad, Undercommon**



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
<b>STR</b>	<b>12</b>	<b>1</b>	<b>12</b>			
<b>DEX</b>	<b>14</b>	<b>2</b>	<b>14</b>			
<b>CON</b>	<b>14</b>	<b>2</b>	<b>16</b>	<b>-2</b>		
<b>INT</b>	<b>10</b>	<b>0</b>	<b>10</b>			
<b>WIS</b>	<b>24</b>	<b>7</b>	<b>18</b>	<b>2</b>	<b>4</b>	
<b>CHA</b>	<b>14</b>	<b>2</b>	<b>10</b>	<b>-2</b>	<b>2</b>	<b>4</b>

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
<b>112</b>	102	10	Underterror	7	20	10	3	7	7	10
<b>TOTAL HP</b>			<b>112</b>		<b>FAVORED CLASS</b>		<b>Underterror</b>		<b>TOTALS</b>	

ABILITY SCORE & RACIAL NOTES

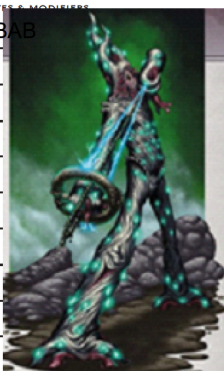
CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	<b>28</b>	-10+	<b>7</b>	<b>0</b>	<b>2</b>	<b>2</b>			<b>7</b>	
<b>TOUCH</b>	<b>21</b>	-10+			<b>2</b>	<b>2</b>			<b>7</b>	
<b>FLAT-FOOT</b>	<b>24</b>	-10+	<b>7</b>	<b>0</b>	<b>0</b>				<b>7</b>	

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

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	<b>5</b>	<b>3</b>	<b>2</b>			
<b>REF</b>	<b>9</b>	<b>7</b>	<b>2</b>			
<b>WILL</b>	<b>14</b>	<b>7</b>	<b>7</b>			

COMBAT NOTES & MODIFIERS  
**second attack @ +2 BAB**



ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>	<b>8</b>	<b>7</b>		<b>1</b>		
<b>RANGED</b>	<b>9</b>	<b>7</b>		<b>2</b>		
<b>CMB</b>	<b>14</b>	<b>7</b>	<b>WIS</b>	<b>7</b>		
<b>CMD</b>	<b>26</b>	-10+	<b>B7B</b>	<b>2</b>	<b>3</b>	<b>4</b>

SKILLS		TOTAL	RANKS	ABILITY	TRAINED	MISC
<input checked="" type="checkbox"/>	ACROBATICS	DEX	1		2	
<input type="checkbox"/>	APPRAISE	INT	0		0	
<input type="checkbox"/>	BLUFF	CHA	2		2	
<input checked="" type="checkbox"/>	CLIMB	STR	0		1	
<input type="checkbox"/>	CRAFT	INT	0		0	
<input type="checkbox"/>	DIPLOMACY	CHA	2		2	
<input type="checkbox"/>	DISABLE DEVICE	DEX			2	
<input checked="" type="checkbox"/>	DISGUISE	CHA	2		2	
<input checked="" type="checkbox"/>	ESCAPE ARTIST	DEX	1		2	
<input checked="" type="checkbox"/>	FLY	DEX	1		2	
<input type="checkbox"/>	HANDLE ANIMAL	CHA			2	
<input type="checkbox"/>	HEAL	WIS	7		7	
<input checked="" type="checkbox"/>	INTIMIDATE	CHA	6	1	2	3
<input checked="" type="checkbox"/>	KN: arcana	INT	4	1	0	3
<input checked="" type="checkbox"/>	KN: dungeoneering	INT			0	
<input checked="" type="checkbox"/>	KN: planes	INT	4	1	0	3
<input type="checkbox"/>	KN:	INT			0	
<input type="checkbox"/>	KN:	INT			0	
<input type="checkbox"/>	KN:	INT			0	
<input type="checkbox"/>	LINGUISTICS	INT	1	1	0	
<input checked="" type="checkbox"/>	PERCEPTION	WIS	17	5	7	3
<input type="checkbox"/>	PERFORM	CHA	2		2	
<input type="checkbox"/>	PROF:	WIS			7	
<input type="checkbox"/>	RIDE	DEX	1		2	
<input checked="" type="checkbox"/>	SENSE MOTIVE	WIS	18	8	7	3
<input type="checkbox"/>	SLEIGHT OF HAND	DEX			2	
<input type="checkbox"/>	SPELLCRAFT	INT			0	
<input checked="" type="checkbox"/>	STEALTH	DEX	5	1	2	3
<input checked="" type="checkbox"/>	SURVIVAL	WIS	11	1	7	3
<input checked="" type="checkbox"/>	SWIM	STR	4	1	1	3
<input checked="" type="checkbox"/>	USE MAGIC DEVICE	CHA			2	
<input type="checkbox"/>		STR				
<input type="checkbox"/>		STR				
<input type="checkbox"/>		STR				
<input type="checkbox"/>		STR				
<input type="checkbox"/>		STR				
<input type="checkbox"/>		STR				

**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/VI
Detect Poison (Sp): as spell (at will)	Urdefhan, neothelid, gug, munavri, gore weaver, svirfneblin, drow, duergar etc.
Cold Resistance (Ex): 10	Dodge: +1 dodge AC; Preternatural Hearing +1 dodge AC
Amphibious (Ex): Vestraadi can breathe air and water.	Evasion: Reflex save for 1/2 dam takes 0 damage
Blind-Fight (Ex): fight unhindered w/o sight	Hel Powers: 1V/2 = 5 pool points, Cha-based
Stalker (Ex): Perception & Stealth are class skills	Mutable Form (Ex): Permanently swap 2 evolution (1/day)
Blind (Ex): invulnerable to sight-based effects & attacks	Extra Attack (Ex): extra natural attack (x2)
Sensory Dependent (Ex): -2 save vs auditory effects	Evolution Surge (Sp): gain 4 pt evolution (1 min/VI) (2/day)
	Intuitive Dodge (Combat) Add Wis Mod to AC
Dreadful Presence (Ex): transform into writhing mass;	Evolution Gift: - Give target 1 or 2 pt evolution (1 min/VI) (1/day)
& all w/in 60' -2 fear and Will save or shaken 1d4 rnds	Extra Evolution: (x3) +1 evolution pool point

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 <input type="checkbox"/> MEDIUM <input checked="" type="checkbox"/> FAST <input type="checkbox"/>	
105,000 / 155,000			
SPEED		BASE	FLY SWIM CLIMB MISC
<b>20</b>		<b>20</b>	<b>30</b>
INIT		= <b>2</b> DEX MOD + <b>0</b> MISC MOD	
HERO			
SR			
DR			
RESISTANCES		cold 10. fire immune	
POOL POINTS		<b>15</b> evolution	

**ARMOR & WEAPONS**  
ARMOR NAME & DESCRIPTION AC BONUS MAX DEX PENALTY SPELL FAIL TYPE WEIGHT

ARMOR	fish scale armor +2	7	3	-1	25	Med	20.0
SHIELD							

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Vestraadi Katana-Eku +2	+8	1d8+1+2	19-20,x2		S	8.0	
Tentacle (x2)	+8	1d6+1+1d6 acid	20,x2		B		

FEATS & SPECIAL ABILITIES			
	NAME	USES/DAY	USED
Evolutions:			
Slippery (Ex) coated in slime, +4 CMD		1	
Unnatural Aura (Su) - Normal animals will not approach		1	
Basic Magic (Sp) - Detect Magic (1/day)		1	
Tentacle (Ex) - 1d4 damage (x2)		2	
Ability Increase (Ex) +2 Cha		2	
Magic Attacks (Su) - natural attacks are magic		1	
Energy Attacks (Su) - natural attacks deal 1d6 acid		2	
Major Magic (Sp) - Invisibility (self only) (1/day)		3	
Improved Natural Attacks - tentacles do 1d6		1	

FEATS & SPECIAL ABILITIES			
	NAME	USES/DAY	USED
Immunity (Su): Immune to Fire		2	

EQUIPMENT & MAGIC ITEMS				
№	ITEM	QTY / USES	WGT N/A	WEIGHT
	Vestraadi Katana-Eku +2			
	fish scale armor +2			
	Headband of Alluring Charisma +4			

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
28.0	0.0	0.0		28.0

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N MODIFIED LOAD	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
44	88	132			132	264
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

**BLOODLINES & PATRONS**

BLOODLINE/PATRON

**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="15"/>	1st	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="3"/>
<input type="text" value="16"/>	2nd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="2"/>
<input type="text" value="17"/>	3rd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>
<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"/>

BLOODLINE/PATRON

**DOMAINS**

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

**WIZARD SPECIALITY SCHOOL**

SPECIALITY

FOCUSED

PROHIBITED

PROHIBITED

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"/>

CLOSE: 25FT + 5FT / 2 LVL

MEDIUM: 100FT + 10FT / LVL

LONG: 400FT + 40FT / LVL

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"/>

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

**SPELLS**

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
			Hel Powers						
1			Murderous Command - Target is compelled to kill its ally.	Enchantment					UM
1			Forbid Action - Target obeys your command to not do something.	Enchantment					UM
1			Darkness - 20-ft. radius of supernatural shadow.	Evocation					CRB
2			Excruciating Deformation - touch attack 2d6 pts damage, 1 pt Dex dam & 1 pt Con dam & speed -10	Transmutation					UM
2			Deeper Darkness - 60-ft. radius of supernatural shadow - no darkvision	Evocation					CRB
3			Baleful Polymorph - Turns subject into harmless animal.	Transmutation					CRB