Namudhaj Darakunk Taninim (Brutish) Large Male RACE & LA GENDER SIZE HEIGHT Mana Wastes, Garund Lawful Neutral Our Lady of the Rainbow Scales

Hebeloma 13'0"

WEIGHT

none

yellow

AGE ALIGNMENT DEITY HOMELAND & BACKGROUND OCCUPATION												
Common, Draconic Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012												
ABILITY SCORE TOTAL MOD BASE ENHANCE MISC TEMP	HITPOINTS CURRENT HP HP GAINED HD C	CLASS RECORDER CLASS NAME BAB SKILL FC HPS FORT REF WILL LEVE										
STR 26 8 18 6 2	162 10 Dracor	nic Exemplar 10		10 7		7	10					
DEX 12 1 14 -2	172											
CON 22 6 16 4 2												
INT 10 0 12 -2	NONLETHAL HP DAM		T									
wis 10 0 10	TEMPORARY HP											
	TOTAL HP 172 FAVORED CLASS Draconic E	xemplar TOTALS 10	40	10 7	7 7	7	10					
CHA 10 0 10	CONDITIONS & MISCELLANEOUS TRACKING	SKILLS RANKS 40 TOTAL RANKS ABILITY TRAINED MISC										
RACIAL NOTES		ACROBATICS ◆ DEX 1 1 1										
ATTACKS 8 ARMOR CLASS TOTAL ARMOR SHIELD DEX SIZE	DODGE NATURAL DEFLECT MISC TEMP		INT 4 CHA 0	_	0	3						
AC 18 =10+ 0 0 1	7 ARMOR CHECK 0		STR 12	_	8	3						
	PENALTY U		INT 0	_	0							
TOUCH 11 =10+	DEX		сна 0		0							
FLAT-FOOT 17 ₋₁₀₊ 0 0 0	7 SPELL FAILURE 0%	_	CHA 0		0							
	COMBAT NOTES & MODISIERS		DEX 1	_	1							
SAVING THROWS TOTAL CLASS BASE ABILITY ENHANCE MISC	second attack		DEX 14	_	1	3						
FORT 13 7 6	@ +5 BAB	_	СНА		0							
			wis 0	_	0							
REF 8 7 1 1		_	CHA 4	_	0	3						
WILL 7 7 0 0 1			INT	1.0	0							
	Kill	☐ Kn:	INT		0							
ATTACKS TOTAL BASE ATTACK BONUS TEMP ABILITY SIZE	MISC	_	INT		0							
MELEE 18 10 8			INT		0							
RANGED 11 10 1			INT		0							
ATTACK MODIFIER			wis 15	10	0	3	2					
			сна 0		0							
CMD 29 =10+ BMO DODE & STOR		_	WIS		0							
			DEX 1	_	0	3	2					
FEATS & F	EATURES		DEX	Ť	1		_					
	FEATS, AND CHARACTER FEATURES	_	INT 4	_	0	3						
Race: Taninim (In the Company)	Class: Draconic Exemplar HD: d12; Skills 4+Int Mod		DEX 6	_	1	3						
Brutish: +2 save vs Fear	Weapon Prof: Natural only; Armor Prof: None	_	wis 4 str 13	_	0 8	3						
Small: +1 AC & attack; -1 CMB & CMD; +4 Stealth	Predator's Claws: 2 primary attacks, 1d4 dam		СНА	1	0							
Dexterous Claws: no natural attack; hold weapons	Draconic Essence: Green Dragon: Imperious	□ STR										
Dragon Senses: darkvision 60' & lowlight vision	Energy: Acid; Resist Acid 20;	STR										
		STR STR										
Dragon Immunities: immune: magical sleep & paralysis	Compulsion: Will save to obey command of inferior creature Draconic Weaponry: Breath Weapon: cone 40' (Ivl/2+ConMod/day)	STR										
Glide: vestigial wings as feather fall w/ DC 15	STR	CLASS SKILLS	NVITU DANIE	T. CALL A 1	TRAINER	- PONUS						
Kinslayer: +1 attack; +2 Dodge AC; +2 Knowledge vs dragons	MARK A 🗖 TO SHOW A CLASS SKILL. C * SKILL CAN BE USED UNTR	IAINED +	ARMOR CHE	CK PENALTY	APPLIES	BONUS						
Natural Weapon - Bite: +1.5 Str dam; +size larger reach	EXPERIENCE - SLOW MEDIUM FAST FAST	10	5,000	/ 1	55,00	00						
Scaled Hide: +2 Natural Armor	CREED	40	120	40	CLIMB	MISC						
Superior Awareness: +2 Perception and Sense Motive	SPEED		120	40	-	MISC						
Unfettered Predator: Add'l Penalties when Armored		INIT 1		1 мо			мор					
Draconic Physiology: Quadruped +capacity & +4 CMD vs trip		HERO	<u> </u>									
Extra Draconic Gifts (x4)	. SR 13	DR	5/ma	gic								
Draconic Sorcery (Su): Use magic items as sorcerer		RESISTANCES Acid 20										
	WEAPONS	POOL POINTS										
ARMOR NAME & DESCRIPTION	AC BONUS MAX DEX PENALTY SPELL FAIL TYPE WEIGHT											
ARMOR		<i>i</i> 1										

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
bite	+18	1d8+12+3d6 acid	20,x2	15	S,P		
claws (x2)	+18	1d6+8+3d6 acid	20,x2		S,P		
breath weapon: cone of acid	+18	10d6	20,x2	40	acid		+3 Str damage
wing (x2)	+18	1d6+8+3d6 acid	20,x2		В		
tail slap	+18	1d8+8+3d6 acid	20,x2		В		

	FEATS & SPECIAL ABILITIES						F	EAT	S & S	SPECI <i>A</i>	AL ABII	LITIES					
Dra	conic Defenses:		USES/DAY	USED	Dr	aconic (Gifts:		NAME					USES/DAY	USED		
Hardened Scales: The draconic exemplar gains DR 5/magic.					⊣ ⊢	Acid Pool - Breath weapon creates acid pool x=15' rad, breath weapon da					pon dam						
Spell Resistance: SR 3+level=13;				Pr	Predator's Speed: +10' base move												
Reflective Scales (Su): Reflect spells back upon caster				Ele	Elemental Affinity: Water: swim=base, breathe & use breath unde			derwater									
					verland F	Flight (Ex): Inc	reas	e flig	ht spe	ed +60							
					Sv	veeping	Breath (Su): Br	eath	con	e becor	nes ha	If circle (2 uses)				
					Shi	ielding Aura	(Su): Elemental aura	a arou	nd bod	y dam to i	melee atta	ackers (1 us	se) (1 min)				
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ж	EQUIPMENT & MAGIC ITEMS	QTY / USES	WGT N/A	WEIGHT	*		E	QUI	PME EM	NT & N	AGIC	ITEMS	QTY / USES	WGT N/A	WEIGHT		
\vdash	Dracomorphosis				┦┞												
\vdash	Medium: +2 Str +2 Natural AC				┦┞												
\vdash	ving attacks (2) 1d4 dam; Reach of bite +10'				⇃⇂												
\vdash	Fly (Su) 60' (average)				┦┝												
\vdash	_arge: +2 Str; +2 Con; -2 Dex; Fly (poor) +5 Natural AC				┦┞												
1	ail slap attack 1d8 damage.				┦┞												
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	WORN MAGIC ITEM EQUIPMENT						BAGS & CO	NT/	AINE								
	EQUIPMENT SLOTS FOR MAGIC ITEMS BELT:	#			CONTAINE	ER .				VOI	LUME/WEIGI	HT LIMIT/NOT	ES		WEIGHT		
	BODY:	+															
	CHEST:	+															
	EYES:																
	FEET:			CUI	RRENC	:Y					TREA	SURE C	ARRIED				
		PLATINUM	CARRI	IED	CARRIED	WGT N/A	STORED	×				TREASURE			WEIGHT		
	HEAD:	GOLD													 		
HFA	DBAND:	SILVER													\vdash		
	NECK:	COPPER															
\vdash	RING:								ЗНТ	MEDIUM	HEAVY	ADS &	LIFT ABOVE	LIFT ABOVE LIFT OFF			
-	RING:			ARRL	ED WE	IGHT			06	613	919	N	919	1838	4595		
SHO	JLDERS:	ARMOR & WEAPONS	CURRENG	\neg	JIPMENT	MISC	TOTAL		0	0		MODIFIED	0	0	0		
	WRIST:	0.0	0.0		0.0		0.0	\vdash	RRENTI		LIGHT		EDIUM 🗖		VY 🗆		
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