

Namudhaj Darakunk

CHARACTER
 Taninim (Brutish) Colossal Male
 RACE & LA SIZE GENDER
 100 Lawful Neutral Our Lady of the Rainbow Scales
 AGE ALIGNMENT DEITY
 LANGUAGES: Common, Draconic

Hebeloma

PLAYER
 65' 125 tons none yellow green
 HEIGHT WEIGHT HAIR EYES SKIN
 Mana Wastes, Garund
 HOMELAND & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	32	11	18	12	2	
DEX	10	0	14	-8	4	
CON	26	8	16	6	4	
INT	10	0	12	-2		
WIS	10	0	10			
CHA	10	0	10			

HITPOINTS

CURRENT HP	HP GAINED	HD
382	362	20
NONLETHAL HP DAM		
TEMPORARY HP		
TOTAL HP	382	FAVORED CLASS Draconic Exemplar

CLASS RECORDER

CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Draconic Exemplar	20	80	20	12	12	12	20
TOTALS	20	80	20	12	12	12	20

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

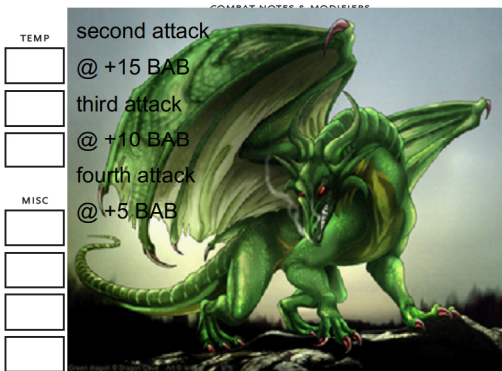
ATTACKS & DEFENSE

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	28	-10+	0	0			18			
TOUCH	10	-10+		0						
FLAT-FOOT	28	-10+	0	0			18			

ARMOR CHECK PENALTY: 0
 MAXIMUM DEX: --
 SPELL FAILURE: 0%

SAVING THROWS

TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	20	12	8		
REF	12	12	0		
WILL	12	12	0		



second attack @ +15 BAB
 third attack @ +10 BAB
 fourth attack @ +5 BAB

ATTACKS

TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	31	20	11		
RANGED	20	20	0		
CMB	31	20	STR	11	
CMD	41	-10+	20	DODGE & DEFLECT	11

SKILLS

SKILL	TOTAL	RANKS	ABILITY	TRAINED	MISC
<input type="checkbox"/> ACROBATICS	0		DEX	0	
<input checked="" type="checkbox"/> APPRAISE	4	1	INT	0	3
<input checked="" type="checkbox"/> BLUFF	0		CHA	0	
<input checked="" type="checkbox"/> CLIMB	15	1	STR	11	3
<input type="checkbox"/> CRAFT	0		INT	0	
<input checked="" type="checkbox"/> DIPLOMACY	0		CHA	0	
<input type="checkbox"/> DISABLE DEVICE	0		DEX	0	
<input type="checkbox"/> DISGUISE	0		CHA	0	
<input type="checkbox"/> ESCAPE ARTIST	0		DEX	0	
<input checked="" type="checkbox"/> FLY	23	20	DEX	0	3
<input type="checkbox"/> HANDLE ANIMAL	0		CHA	0	
<input checked="" type="checkbox"/> HEAL	0		WIS	0	
<input checked="" type="checkbox"/> INTIMIDATE	4	1	CHA	0	3
<input checked="" type="checkbox"/> KN: (all)	23	20	INT	0	3
<input type="checkbox"/> KN:			INT	0	
<input type="checkbox"/> KN:			INT	0	
<input type="checkbox"/> KN:			INT	0	
<input type="checkbox"/> KN:			INT	0	
<input checked="" type="checkbox"/> LINGUISTICS	0		INT	0	
<input checked="" type="checkbox"/> PERCEPTION	25	20	WIS	0	3
<input type="checkbox"/> PERFORM	0		CHA	0	
<input type="checkbox"/> PROF:	0		WIS	0	
<input type="checkbox"/> RIDE	0		DEX	0	
<input checked="" type="checkbox"/> SENSE MOTIVE	10	5	WIS	0	3
<input type="checkbox"/> SLEIGHT OF HAND	0		DEX	0	
<input checked="" type="checkbox"/> SPELLCRAFT	4	1	INT	0	3
<input checked="" type="checkbox"/> STEALTH	8	5	DEX	0	3
<input checked="" type="checkbox"/> SURVIVAL	4	1	WIS	0	3
<input checked="" type="checkbox"/> SWIM	18	4	STR	11	3
<input checked="" type="checkbox"/> USE MAGIC DEVICE	4	1	CHA	0	3
<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: Taninim (In the Company)	Class: Draconic Exemplar HD: d12; Skills 4+Int Mod
Brutish: +2 save vs Fear	Weapon Prof: Natural only; Armor Prof: None
Small: +1 AC & attack; -1 CMB & CMD; +4 Stealth	Predator's Claws: 2 primary attacks, 1d4 dam
Dexterous Claws: no natural attack; hold weapons	Draconic Essence: Green Dragon: Imperious
Dragon Senses: darkvision 60' & lowlight vision	Energy: Acid; Immune Acid damage
Dragon Immunities: immune: magical sleep & paralysis	Compulsion: Will save to obey command of inferior creature
Glide: vestigial wings as feather fall w/ DC 15	Draconic Weaponry: Breath Weapon: cone 70' (lv/2+ConMod/day)
Kinslayer: +1 attack; +2 Dodge AC; +2 Knowledge vs dragons	(1d6/lv); acid dam, Con-Based Reflex save for half dam
Natural Weapon - Bite: +1.5 Str dam; +size larger reach	Debilitating Breath Weapon: does lv/3 Str damage
Scaled Hide: +2 Natural Armor	Elemental Aura (Su): All natural attack +x=5d6 acid dam
Superior Awareness: +2 Perception and Sense Motive	Frightful Presence (Ex): All foes w/in x=150' shaken 1 rd/lv
Unfettered Predator: Add'l Penalties when Armored	Destructive Might: Sunder foes equipment after hit
Draconic Physiology: Quadruped +capacity & +4 CMD vs trip	
Extra Draconic Gifts (x7)	Improved Critical: breath weapon: double critical threat range
Draconic Sorcery (Su): Use magic items as sorcerer	Improved Critical: bite: double critical threat range

ARMOR & WEAPONS

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

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 FAST 3,600,000 /

SPEED	BASE	FLY	SWIM	CLIMB	MISC
	40	120	40		

INIT 0 = 0 DEX MOD + MISC MOD

HERO

SR 23 DR 5/magic

RESISTANCES immune acid, fire/5, electricity/5

POOL POINTS

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
bite	+31	4d6+13+5d6 acid	19-20,x2	30	S,P		
claws (x2)	+31	2d8+9+5d6 acid	20,x2	20	S,P		
breath weapon: cone of acid	+31	20d6 acid	19-20,x2	70	acid		+6 Str damage
wing (x2) or tail slap	+31	2d8+9+5d6 acid	20,x2	20	B		
crush	+31	4d6+13+5d6 acid	20,x2	30	B		vs large or smaller foes only

FEATS & SPECIAL ABILITIES			
NAME	USES/DAY	USED	
Draconic Defenses:			
Hardened Scales: The draconic exemplar gains DR 5/magic.			
Spell Resistance: SR 3+level=23;			
Reflective Scales (Su): Reflect spells back upon caster			
Aerial Evasion: Save in air for half dam yields no damage			
Thickened Scales (Ex) +2 Natural AC			
Energy Resistance fire/5			
Energy Resistance electricity/5			

FEATS & SPECIAL ABILITIES			
NAME	USES/DAY	USED	
Draconic Gifts:			
Acid Pool - Breath weapon creates acid pool x=30' rad, breath weapon dam			
Predator's Speed: +10' base move			
Elemental Affinity: Water: swim=base, breathe & use breath underwater			
Overland Flight (Ex): Increase flight speed +60			
Sweeping Breath (Su): Breath cone becomes half circle	2		
Shielding Aura (Su): Elemental aura around body dam to melee attackers (1 min)	1		
Breath-charged Bite (Su): +2d6 acid dam to bite (Con Mod rnds)	1		
Pacify the Herd (Su): Frightful Presence from air 300' & cover 1d4 rnds after shaken rnds	1		
Startling Gesture (Su): Use Frightful Presence to disrupt spellcaster	1		

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT
	Dracomorphosis			
	Medium: +2 Str +2 Natural AC			
	wing attacks (2) 1d4 dam; Reach of bite +10'			
	Fly (Su) 60' (average)			
	Large: +2 Str; +2 Con; -2 Dex; Fly (poor) +5 Natural AC			
	tail slap attack 1d8 damage.			
	Huge: +2 Str; -2 Dex; +8 Natural AC			
	increase damage and reach for attacks			
	crush attack vs 3 size smaller foes 2d8+1.5 Str			
	Gargantuan:+2 Str; +2 Con; -2 Dex; +11 Natural AC			
	increase damage & range of attacks; fly (clumsy);			
	crush attack vs 3 size smaller foes 4d6+1.5 Str			
	Great Wym:			
	Colossal: +2 Str; -2 Dex; +14 Natural AC			
	crush attack vs 3 size smaller foes 4d8+1.5 Str			
	immune to acid damage			

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT
	Fling (Ex) - hurl opponents through air with bullrush CMB			
	Humanoid Form (Su): indefinitely (3/day)			
	Predator's Slumber (Ex): Always alert, no perception penalty while asleep			

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	

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
704	1407	2111			2111	4222
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/>			MEDIUM <input type="checkbox"/>	HEAVY <input type="checkbox"/>

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
0.0	0.0	0.0		0.0