

Ng'ona
 CHARACTER: Kraidyl medium male
 RACE & LA: 11 Chaotic Neutral Sobek, the Raging Torrent
 AGE ALIGNMENT DEITY
 LANGUAGES: Undercommon

Hebeloma
 PLAYER: 6'7" 270 none yellow green & yellow
 HEIGHT WEIGHT HAIR EYES SKIN
 Nar-Voth, Darklands
 HOMELAND & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	20	5	18	2		
DEX	14	2	14			
CON	16	3	16			
INT	10	0	12	-2		
WIS	12	1	10	2		
CHA	10	0	10			

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
14	13	1	Underterror	0	2	1	0	2	2	1	
TOTAL HP			TOTALS		0	2	1	0	2	2	1

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	21	-10+	6	0	2		3			
TOUCH	12	-10+			2					
FLAT-FOOT	19	-10+	6	0	0		3			

SKILLS					RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC
<input checked="" type="checkbox"/> Acrobatics	2		DEX	2	
<input type="checkbox"/> Appraise	0		INT	0	
<input type="checkbox"/> Bluff	0		CHA	0	
<input checked="" type="checkbox"/> Climb	5		STR	5	
<input type="checkbox"/> Craft	0		INT	0	
<input type="checkbox"/> Diplomacy	0		CHA	0	
<input type="checkbox"/> Disable Device			DEX	2	
<input checked="" type="checkbox"/> Disguise	0		CHA	0	
<input checked="" type="checkbox"/> Escape Artist	2		DEX	2	
<input checked="" type="checkbox"/> Fly	2		DEX	2	
<input type="checkbox"/> Handle Animal			CHA	0	
<input type="checkbox"/> Heal	1		WIS	1	
<input checked="" type="checkbox"/> Intimidate	0		CHA	0	
<input checked="" type="checkbox"/> KN: arcana			INT	0	
<input checked="" type="checkbox"/> KN: dungeoneering			INT	0	
<input checked="" type="checkbox"/> KN: planes			INT	0	
<input type="checkbox"/> KN:			INT	0	
<input type="checkbox"/> KN:			INT	0	
<input type="checkbox"/> KN:			INT	0	
<input type="checkbox"/> Linguistics			INT	0	
<input checked="" type="checkbox"/> Perception	1		WIS	1	
<input type="checkbox"/> Perform	0		CHA	0	
<input type="checkbox"/> Prof:			WIS	1	
<input checked="" type="checkbox"/> Ride	2		DEX	2	
<input checked="" type="checkbox"/> Sense Motive	1		WIS	1	
<input type="checkbox"/> Sleight of Hand			DEX	2	
<input type="checkbox"/> Spellcraft			INT	0	
<input checked="" type="checkbox"/> Stealth	6	1	DEX	2	3
<input checked="" type="checkbox"/> Survival	1		WIS	1	
<input checked="" type="checkbox"/> Swim	9	1	STR	5	3
<input checked="" type="checkbox"/> Use Magic Device			CHA	0	
<input type="checkbox"/>			STR		
<input type="checkbox"/>			STR		
<input type="checkbox"/>			STR		
<input type="checkbox"/>			STR		
<input type="checkbox"/>			STR		
<input type="checkbox"/>			STR		

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	3	0	3			
REF	4	2	2			
WILL	3	2	1			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	5	0		5		
RANGED	2	0		2		
CMB	5	0	STR	5		
CMD	17	-10+	BOB	0	STR & DEX	7



FEATS & FEATURES	
CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	
Race: Kraidyl - humanoid (reptilian) (AAW:URC 140)	Class: Underterror HD: d10; skills 2 + Int Mod(AAW:URC 120)
Darkvision 60'; Light Blindness: blinded 1 rnd then dazzled	Weapon Prof: All Simple + axes, hammer & picks
Hypnotic Gaze: (as hypnotize) (1/day)	Armor Prof: Light & Medium Armor & shields
Hold Breath: 4*Con rounds	Darkvision +10/odd level
Natural Armor +1 AC	Undershape: assume specific humanoid form (at will, indefinitely) 1/ML
Stalker: Perception and Stealth are class skills	troglodyte
Natural Weapons: bite & tail	Snapping Maw +1 attack or damage to bite
Negative Energy Affinity: negative heals, positive harms	
Positive Energy Vulnerability: +50% damage	

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 0 / 2,000

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	30		30		
INIT	2	=	2	DEX MOD	+ MISC MOD
HERO					
SR					
DR					
RESISTANCES					
POOL POINTS	3	evolution			

ARMOR & WEAPONS						
ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Crocodile Hide Breastplate	6	6	1	25	Med	25.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
bite	+5	1d8+5	20,x2		S		
tail	+5	1d8+5	20,x2		B		reach 5
great sword	+5	2d6+7	19-20/x2		S	8.0	

