

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

Hebeloma
 PLAYER
 9'10" 910 lbs 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	32	11	18	2	4	8
DEX	12	1	14			-2
CON	20	5	16			4
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
142	132	10	Underterror	7	20	10	3	7	7	10
TOTAL HP			TOTALS		7	20	10	3	7	10

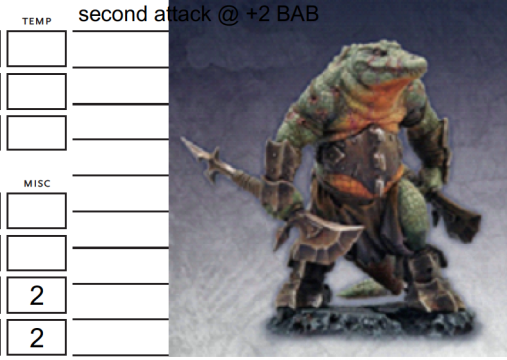
ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	23	-10+	8	0	1	-1	5			
TOUCH	10	-10+			1	-1				
FLAT-FOOT	22	-10+	8	0	0	-1	5			

SKILLS				RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC
1	1	DEX		
0	0	INT		
0	0	CHA		
15	1	STR	11	3
0	0	INT		
0	0	CHA		
0	0	DEX		
5	1	DEX	1	3
-1	1	DEX		-2
	0	CHA		
4	1	CHA	0	3
	0	INT		
4	1	INT	0	3
	0	INT		
	0	INT		
	0	INT		
5	1	WIS	1	3
0	0	CHA		
1	1	DEX		
1	1	WIS		
7	7	DEX	1	3
5	1	WIS	1	3
21	7	STR	11	3
	0	CHA		
		STR		
		STR		
		STR		
		STR		
		STR		

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	8	3	5			
REF	8	7	1			
WILL	8	7	1			



ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	17	7		11	-1	
RANGED	7	7		1	-1	
CMB	19	7	STR	11	-1	2
CMD	30	-10+	B7B	0	12	-1

FEATS & FEATURES
 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Kraidyl - humanoid (reptilian) (AAW:URC 140)
 Darkvision 60'; Light Blindness: blinded 1 rnd then dazzled
 Hypnotic Gaze: (as hypnotize) (1/day)
 Hold Breath: 4*Con rounds
 Natural Armor +1 AC
 Stalker: Perception and Stealth are class skills
 Natural Weapons: bite & tail
 Negative Energy Affinity: negative heals, positive harms
 Positive Energy Vulnerability: +50% damage
 Improved Critical - bite - doubles threat range
 Extra Evolution: (x2) +1 evolution pool point
 Dreadful Presence (Ex): transform into writhing mass;
 & all w/in 60' -2 fear and Will save or shaken 1d4 rnds

Class: Underterror HD: d10; skills 2 + Int Mod(AAW:URC 120)
 Weapon Prof: All Simple + axes, hammer & picks
 Armor Prof: Light & Medium Armor & shields
 Darkvision +10/odd level
 Undershape: assume specific humanoid form (at will, indefinitely) 1/lvl
 troglodyte, lizardman, serpentfolk, bugbear, orc
 Snapping Maw +1 attack or damage to bite
 Evasion: Reflex save for 1/2 dam takes 0 damage
 Hel Powers: lvl/2 = 5 pool points, Cha-based
 Mutable Form (Ex): Permanently swap 2 evolution (1/day)
 Extra Attack (Ex): extra natural attack (x2)
 Evolution Surge (Sp): gain 4 pt evolution (1 min/lvl) (2/day)
 Powerful Maw +2 attack or damage to bite +50% dam
 Deadly Maw +3 attack or damage to bite, +2 size dam (2d6)
 Evolution Gift: - Give target 1 or 2 pt evolution (1 min/lvl) (1/day)

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Crocodile Hide Breastplate +2	8	6	1	25	Med	25.0
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		BASE	FLY	SWIM	CLIMB	MISC
SLOW <input type="checkbox"/>	MEDIUM <input checked="" type="checkbox"/>	105,000				155,000
SPEED		30		30		
INIT	1	=	1	DEX MOD	+	MISC MOD
HERO						
SR						
DR						
RESISTANCES						
POOL POINTS	14	evolution				

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
bite (Deadly Maw)	+17	3d6+15+1d6 acid	19-20,x2		S		+3 attack or dam; grab, swallow whole
tail	+17	1d8+11	20,x2		B		reach 10
great sword +2	+17+2	2d6+15+2	19-20/x2		S	8.0	

