Ng'ona Hebeloma Kraidyl 9'10" 910 lbs yellow large male none RACE & LA SIZE GENDER HEIGHT WEIGHT HAII EYES Sobek, the Raging Torrent 11 Chaotic Neutral Nar-Voth, Darklands Undercommon Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012 **HITPOINTS CLASS RECORDER** ARILITY SCORE 32 8 11 18 2 4 **STR** 132 10 Underterror 7 20 10 -2 12 1 14 DEX 20 5 4 CON 16 NONLETHAL INT 10 0 12 -2 12 1 10 2 WIS 7 20 10 TOTAL HP Underterror **TOTALS** 0 10 10 **CHA** CONDITIONS & MISCELLANEOUS TRACKING ABILITY SCORE & ★☑ ACROBATICS ◆ DE) **ATTACKS & DEFENSE** ★□ APPRAISE INT 0 BLUFF СНА 0 23 0 AC 1 -1 =10+ **∠** CLIMB STR 15 CRAFT: INT 10 1 -1 MAXIMUM **TOUCH** =10+ 6 ⋆□ DIPLOMACY CHA 0 ☐ DISABLE DEVICE ◆ DEX SPELL FAILURE 22 8 0 0 -1 5 25% **LAT-FOOT -10**+ Disguise CHA 0 ESCAPE ARTIST • DEX 5 second at DEX AVING THROWS ABILITY 5 ☐ HANDLE ANIMAL СНА 8 3 **FORT** HEAL WIS 8 7 1 ∗**☑** INTIMIDATE СНА REF 4 ☑ KN: arcana INT 8 WILL ☑ KN: dungeoneering 4 ☑ KN: planes INT ATTACKS ☐ KN: INT MELEE 17 11 -1 ☐ Kn: INT ☐ KN: INT RANGED 7 1 -1 ■ LINGUISTICS INT ₽ PERCEPTION WIS 5 **CMB** 19 7 STR 11 -1 2 PERFORM: CHA 0 ☐ Prof: 2 WIS CMD 30 **B**KB n ∗□ Ride • DEX

FEATS & FEATURES

Race: Kraidyl - humanoid (reptilian) (AAW:URC 140)

Darkvision 60'; Light Blindness: blinded 1 rnd then dazzled

Stalker: Perception and Stealth are class skills

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

Negative Energy Affinity: negative heals, positive harms

Hypnotic Gaze: (as hypnotize) (1/day)

Hold Breath: 4*Con rounds

Natural Weapons: bite & tail

Natural Armor +1 AC



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CLIMB

STR

EXPERIENCE

SLOW MEDIUM Z FAST

SPEED		30 30							
INIT	1	= 1 DEX HOD MISC MOD							
HERO									
SR		DR							
RESISTANCES									
POOL POINTS	14	evolution							

25.0 Crocodile Hide Breastplate +2 8 25 Med

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		В		reach 10		
great sword +2	+17+2	2d6+15+2	19-20/x2		S	8.0			

Class: Underterror HD: d10; skills 2 + Int Mod(AAW:URC 120)

Weapon Prof: All Simple + axes, hammer & picks

Undershape: assume specific humanoid form (at will, indefinitely) 1/lvl

Evasion: Reflex save for 1/2 dam takes 0 damage

Mutable Form (Ex): Permanently swap 2 evolution (1/day)

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)

troglodyte, lizardman, serpentfolk, bugbear, orc

Snapping Maw +1 attack or damage to bite

Hel Powers: IvI/2 = 5 pool points, Cha-based

Extra Attack (Ex): extra natural attack (x2)

Armor Prof: Light & Medium Armor & shields

Darkvision +10/odd level

FEATS & SPECIAL ABILITIES	S	,				F	EAT	S & SPE	CIAL	ABILI	TIES			
Evolutions:		USES/DAY	USED	Ш				NAME					USES/DAY	USED
Improved Damage (Ex) - bite +1 size category to bite		1		1										
Magic Attacks (Su) - natural attacks are magic		1		1 🗀										
Improved Natural Armor (Ex) +2 AC		1		1										
Large +8 Str +4 Con +2 Natural AC -2 Dex, -1 Size A		4		1 🗀										
& +1 CMB & CMD, -2 Fly -6 Stealth & 10' reach				1 🗀										
Energy Attacks (Su) - bite + 1d6 acid damage		2		1 🗀										
Grab - after bite CMD +4 to grapple foe		2		1										
Swallow Whole - after grab, swallow hole for bite dar	n + 1d6 B	3		1 🖯										
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EQUIPMENT & MAGIC ITEM	QTY / USES	WGT N/A	WEIGHT	*		E	QUII	MENT	& MA	GIC I	TEMS	QTY / USES	WGT N/A	WEIGHT
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great sword +2				1 🗆										
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BODY:														
CHEST:														
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FEET;				RRENC					TR			ARRIED		
HANDS:	PLATINUM	CARR	IED	CARRIE	WGT N/A	STORED	#			TR	EASURE			WEIGHT
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HEADBAND:	SILVER													
NECK:	COPPER													
RING:							LIC	HT MEDI	им н	EAVY	DS &	LIFT ABOVE	LIFT OFF	DRAG &
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SAVE DC	LEVEL	ABILITY TOTAL CLASS BONUS MIS	SPELLS ISC KNOWN	BLOODLINE/PATRON		SAVE DC	LEVEL	TOTAL CLA	ABILITY SS BONUS	MISC	SPELLS KNOWN	
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	9th			SPECIALITY			9th					
CLOSE: 25FT +	50	MEDIUM: 100ft + 200 400f 10ft / LVL 200 40ft /	DNG: DFT + 800	FOCUSED		CLOSE: 25FT + 5FT / 2 LVL	25	MEDIUM: 100FT +	100	LONG: 400FT + 40FT / LV	400	
FT / 2 LVL	TOTAL		CURRENT POINTS	PROHIBITED		5FT / 2 LVL	ZO IOIAL	TOPT / LVL	ABILITY OTH		RENT POINTS	
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				SPELLS								
LEVEL PR	EP USED	Hel Powers	NAME	& DESCRIPTION	SCHOOL	DU	IRATION	RANGE	SAVE	SR	REFERENCE	
		THE T SWELD										
1		Darkness - 20-ft. radius	s of supernatu	ıral shadow	Evocation	on					CRB	
1		Bane - Enemies take -	olls and saves against fear.	Enchantm	ent					CRB		
1		Command - One subject	ect obeys selec	cted command for 1 round.	Enchantm	nent					CRB	
2		Excruciating Deformation - tou	ouch attack 2d6 nts	s damage, 1 pt Dex dam & 1 pt Con dam & speed -10	Transmuta	tion					UM	
2		Deeper Darkness - 60-		Evocation						CRB		
3		Haunting Choir - Spirits	s cause wrack	ing pain to listeners.	Necroma	ncy					UM	
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