

Tizilombo
 CHARACTER
 Hoyrall small male
 RACE & LA SIZE GENDER
 12 Chaotic Neutral Zagnexis, God of the Hoyrall
 AGE ALIGNMENT DEITY
 Hebeloma
 PLAYER
 2'1" 40 lbs none lt green dk green
 HEIGHT WEIGHT HAIR EYES SKIN
 Sekamina, Darklands
 HOMELAND & BACKGROUND OCCUPATION
 LANGUAGES: Hoyr, Undercommon



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	14	2	16	-2		
DEX	20	5	18	2		
CON	15	2	15			
INT	12	1	12			
WIS	12	1	10	2		
CHA	6	-2	10	-4		

HITPOINTS			CLASS RECORDER												
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS					
13	12	1	Underterror	0	3	1	0	2	2	1					
TOTAL HP			13	FAVORED CLASS		Underterror	TOTALS		0	3	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	23	-10+	4	0	5	1		3		
TOUCH	16	-10+			5	1				
FLAT-FOOT	18	-10+	4	0	0	1		3		

SKILLS

	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS	10	1	5	3	2
* APPRAISE	INT	1	1		
* BLUFF	CHA	-2	-2		
* CLIMB	STR	1	2		
* CRAFT	INT	1	1		
* DIPLOMACY	CHA	-2	-2		
* DISABLE DEVICE	DEX		5		
* DISGUISE	CHA	-2	-2		
* ESCAPE ARTIST	DEX	4	5		
* FLY	DEX	4	5		
* HANDLE ANIMAL	CHA		-2		
* HEAL	WIS	1	1		
* INTIMIDATE	CHA	-2	-2		
* KN: arcana	INT		1		
* KN: dungeoneering	INT		1		
* KN: planes	INT		1		
* KN:	INT		1		
* KN:	INT		1		
* KN:	INT		1		
* LINGUISTICS	INT		1		
* PERCEPTION	WIS	5	1	1	3
* PERFORM	CHA	-2	-2		
* PROF:	WIS		1		
* RIDE	DEX	4	5		
* SENSE MOTIVE	WIS	1	1		
* SLEIGHT OF HAND	DEX		5		
* SPELLCRAFT	INT		1		
* STEALTH	DEX	12	1	5	3
* SURVIVAL	WIS	1	1		
* SWIM	STR	1	2		
* USE MAGIC DEVICE	CHA		-2		

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	2	0	2			
REF	7	2	5			
WILL	3	2	1			



ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	3	0		2	1	
RANGED	6	0		5	1	
CMB	4	0	DEX	5	1	-2
CMD	16	-10+	BOB	0	7	-2

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	
Race: Hoyrall - Aberration (AAW:URC 129)	Class: Underterror HD: d10; skills 2 + Int Mod(AAW:URC 120)
Small +1 AC & attack, -1 CMB & CMD; +4 stealth	Weapon Prof: All Simple + axes, hammer & picks
Darkvision 60'; Light Blindness: blinded 1 rnd then dazzled	Armor Prof: Light & Medium Armor & shields
Carrion Sense: scent for corpses or S/P wounds	Darkvision +10/odd level
Multi-Armed: Hoyrall possess 4 arms	Undershape: assume specific humanoid form (at will, indefinitely) 1/VI
Natural Armor +1 AC	Derro
Resistant: +2 save vs mind-effects & poison	Toxic Blood Feat: Increase Paralytic Venom DC & Dam
Stonecunning: +2 perception related to stone	Exotic Weapon Proficiency (siktauryi)
Toxic Blood: Poison a weapon (Con Mod/day)	

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

SPEED	BASE	FLY	SWIM	CLIMB	MISC
30				20	

INIT 5 = 5 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
chitin hide armor	4	6	-1	20	Med	25.0

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Siktauryi (living crossbow)	+6	1-4d6 +lv/3 acid+poison	20,x3	80	P	4.0	dam varies w/ poison DC: 20,25,30
dagger	+3	1d4+3	19-20,x2		S	1.0	
tail stinger	+3	1d4+poison	20,x2		P		

