

Tizilombo  
 CHARACTER: Hoyrall, small, male  
 RACE & LA: 12, Chaotic Neutral, Zagnexis, God of the Hoyrall  
 LANGUAGES: Hoyr, Undercommon  
 Hebeloma  
 PLAYER: 2'1", 40 lbs, none, lt green, dk green  
 HEIGHT, WEIGHT, HAIR, EYES, SKIN  
 Sekamina, 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	14	2	16	-2		
DEX	22	6	18	2	2	
CON	15	2	15			
INT	12	1	12			
WIS	12	1	10	2		
CHA	8	-1	10	-4		2

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
57	52	5	Underterror	3	15	5	1	4	4	5	
TOTAL HP			TOTALS		3	15	5	1	4	4	5

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	25	-10+	5	0	6	1		3		
TOUCH	17	-10+			6	1				
FLAT-FOOT	19	-10+	5	0	0	1		3		

SKILLS

SKILL	TOTAL	RANKS	ABILITY	TRAINED	MISC	
* ACROBATICS	11	1	6	3	2	
* APPRAISE	INT	1	1			
* BLUFF	CHA	-1	-1			
* CLIMB	STR	1	2			
* CRAFT	INT	1	1			
* DIPLOMACY	CHA	-1	-1			
* DISABLE DEVICE	DEX		6			
* DISGUISE	CHA	-1	-1			
* ESCAPE ARTIST	DEX	9	1	6	3	
* FLY	DEX	5		6		
* HANDLE ANIMAL	CHA		-1			
* HEAL	WIS	1	1			
* INTIMIDATE	CHA	-1	-1			
* KN: arcana	INT	5	1	1	3	
* KN: dungeoneering	INT		1			
* KN: planes	INT		1			
* KN:	INT		1			
* KN:	INT		1			
* KN:	INT		1			
* LINGUISTICS	INT		1			
* PERCEPTION	WIS	9	5	1	3	
* PERFORM	CHA	-1	-1			
* PROF:	WIS		1			
* RIDE	DEX	5	6			
* SENSE MOTIVE	WIS	1	1			
* SLEIGHT OF HAND	DEX		6			
* SPELLCRAFT	INT		1			
* STEALTH	DEX	17	5	6	3	4
* SURVIVAL	WIS	5	1	1	3	
* SWIM	STR	1	2			
* USE MAGIC DEVICE	CHA	3	1	-1	3	
	STR					
	STR					
	STR					
	STR					
	STR					

SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
FORT	3	1	2			
REF	10	4	6			
WILL	5	4	1			



ATTACKS							
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC		
MELEE	6		2	1			
RANGED	10		6	1			
CMB	8	3	DEX	6	1	-2	
CMD	20	-10+	B3B	0	8	1	-2

FEATS & 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/lvl  
 Natural Armor +1 AC Derro, Duergar, Svirfneblin, Pech, Vegepygmy  
 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) Evasion: Reflex save for 1/2 dam takes 0 damage  
 Hel Powers: lvl/2 = 2 pool points, Cha-based  
 Mutable Form (Ex): Permanently swap 1 evolution (1/day)  
 Extra Attack (Ex): extra natural attack  
 Evolution Surge (Sp): gain 4 pt evolution (1 min/lvl) (1/day)  
 Extra Evolution (x2) +1 evolution point

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	15,000 / 23,000
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SPEED	30	20
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INIT	6	6
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HERO	
SR	
DR	

RESISTANCES fire 5

POOL POINTS	9 evolution
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ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
chitin hide armor +1	5	6	-1	20	Med	25.0

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Siktauryi (living crossbow) +1	+10+1	1-4d6 +1+lvl/3 acid+poison	20,x3	80	P	4.0	dam varies w/ poison DC: 20,25,30
dagger	+6	1d4+2	19-20,x2		S	1.0	
tail stinger	+6	1d4+2+poison	20,x2		P		

<b>FEATS &amp; SPECIAL ABILITIES</b>			
NAME	USES/DAY	USED	
Evolutions:			
Improved Natural Armor (Ex) +2 AC	1		
Tail (Ex) +2 Acrobatics	1		
Sting (Ex) 1d4 dam + poison	1		
Resistance (Ex) Fire 5	1		
Ability Increase (Ex) +2 Cha	2		
Web (Ex) ranged touch 50' 10' area, save or entangled	3		

<b>FEATS &amp; SPECIAL ABILITIES</b>			
NAME	USES/DAY	USED	
Paralytic Venom: Injury; save Fort DC 11 + 1/2 hoyrall's HD + Con Mod			
frequency 1/round for 6 rounds; effect 1d4 Dex; cure 1 save.			

<b>EQUIPMENT &amp; MAGIC ITEMS</b>				
%	ITEM	QTY / USES	WGT N/A	WEIGHT
	Siktauryi (living crossbow) +1 18 hp; hardness 7			
	dagger			
	chitin hide armor +1			

<b>EQUIPMENT &amp; MAGIC ITEMS</b>				
%	ITEM	QTY / USES	WGT N/A	WEIGHT

<b>WORN MAGIC ITEM EQUIPMENT</b>	
EQUIPMENT SLOTS FOR MAGIC ITEMS	
BELT:	
BODY:	
CHEST:	
EYES:	
FEET:	
HANDS:	
HEAD:	
HEADBAND:	
NECK:	
RING:	
RING:	
SHOULDERS:	
WRIST:	

<b>BAGS &amp; CONTAINERS</b>			
%	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

<b>CURRENCY</b>			
	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD			
SILVER			
COPPER			

<b>TREASURE CARRIED</b>		
%	TREASURE	WEIGHT

<b>CARRIED WEIGHT</b>				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
30.0	0.0	0.0		30.0

<b>LOADS &amp; LIFT</b>						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	<b>N</b>	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
58	116	174		174	348	870
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/> MEDIUM <input type="checkbox"/> HEAVY <input type="checkbox"/>				

### SPELLS PER DAY

CLASS  LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text" value="10"/>	1st	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>
<input type="text"/>	2nd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3rd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CLOSE: 25FT + 5FT / 2 LVL  MEDIUM: 100FT + 10FT / LVL  LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

### BLOODLINES & PATRONS

BLOODLINE/PATRON

BLOODLINE/PATRON

### DOMAINS

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

### WIZARD SPECIALITY SCHOOL

SPECIALITY

FOCUSED

PROHIBITED

PROHIBITED

### SPELLS PER DAY

CLASS

LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	1st	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2nd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3rd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CLOSE: 25FT + 5FT / 2 LVL  MEDIUM: 100FT + 10FT / LVL  LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

### SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
			Hel Powers						
1			Darkness - 20-ft. radius of supernatural shadow.	Evocation					CRB

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