

Tizilombo
 CHARACTER: Hoyrall small male
 RACE & LA: 12 Chaotic Neutral Zagnexis, God of the Hoyrall
 AGE: 12 ALIGNMENT: Chaotic Neutral DEITY: 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	24	7	18	2	4	
CON	15	2	15			
INT	12	1	12			
WIS	12	1	10	2		
CHA	12	1	10	-4	2	4

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
112	102	10	Underterror	7	30	10	3	7	7	10	
TOTAL HP			TOTALS		7	30	10	3	7	7	10

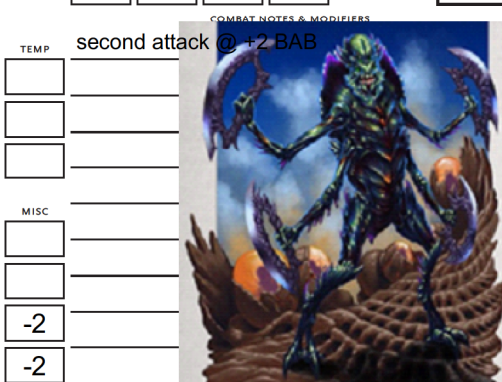
ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	26	-10+	6	0	6	1		3		
TOUCH	17	-10+			6	1				
FLAT-FOOT	20	-10+	6	0	0	1		3		

ARMOR CHECK PENALTY	MAXIMUM DEX	SPELL FAILURE
-1	6	20%

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	5	3	2			
REF	14	7	7			
WILL	8	7	1			



ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE	10	7		2	1		
RANGED	15	7		7	1		
CMB	13	7	DEX	7	1	-2	
CMD	25	-10+	B7B	0	9	1	-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, Duergar, Svirfneblin, Pech, Vegepygmy, etc.
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: 1v/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)
Dreadful Presence (Ex): transform into writhing mass;	Extra Evolution (x5) +1 evolution point
& all w/in 60' -2 fear and Will save or shaken 1d4 rnds	Evolution Gift: - Give target 1 or 2 pt evolution (1 min/lvl) (1/day)

SKILLS		RANKS		TOTAL		30	
TOTAL	RANKS	ABILITY	TRAINED	MISC			
ACROBATICS	DEX	12	1	7	3	2	
APPRAISE	INT	1		1			
BLUFF	CHA	1		1			
CLIMB	STR	5	1	2	3		
CRAFT	INT	1		1			
DIPLOMACY	CHA	1		1			
DISABLE DEVICE	DEX			7			
DISGUISE	CHA	1		1			
ESCAPE ARTIST	DEX	10	1	7	3		
FLY	DEX	6		7			
HANDLE ANIMAL	CHA			1			
HEAL	WIS	1		1			
INTIMIDATE	CHA	5	1	1	3		
KN: arcana	INT	5	1	1	3		
KN: dungeoneering	INT	5	1	1	3		
KN: planes	INT	5	1	1	3		
KN:	INT			1			
KN:	INT			1			
KN:	INT			1			
LINGUISTICS	INT			1			
PERCEPTION	WIS	14	10	1	3		
PERFORM	CHA	1		1			
PROF:	WIS			1			
RIDE	DEX	6		7			
SENSE MOTIVE	WIS	1		1			
SLEIGHT OF HAND	DEX			7			
SPELLCRAFT	INT			1			
STEALTH	DEX	23	10	7	3	4	
SURVIVAL	WIS	5	1	1	3		
SWIM	STR	5	1	2	3		
USE MAGIC DEVICE	CHA	5	1	1	3		
	STR						
	STR						
	STR						
	STR						
	STR						

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	105,000 / 155,000
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	BASE	FLY	SWIM	CLIMB	MISC
SPEED	30			20	
INIT	7	=	7	DEX MOD	+ MISC MOD
HERO					
SR					
DR					
RESISTANCES	fire 5				
POOL POINTS	17	evolution			

ARMOR & WEAPONS	
ARMOR NAME & DESCRIPTION	AC BONUS MAX DEX PENALTY SPELL FAIL TYPE WEIGHT
chitin hide armor +2	6 6 -1 20 Med 25.0

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Siktauryi (living crossbow) +2	+15+2	1-4d6 +2+1v/3 acid+poison	20,x3	80	P	4.0	dam varies w/ poison DC: 20,25,30
dagger	+10	1d4+2	19-20,x2		S	1.0	
tail stinger	+10	1d4+2+poison	20,x2		P		

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="12"/>	1st	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="3"/>
<input type="text" value="13"/>	2nd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="2"/>
<input type="text" value="14"/>	3rd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>
<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
1			Murderous Command - Target is compelled to kill its ally.	Enchantment					UM
1			Bane - Enemies take -1 on attack rolls and saves against fear.	Enchantment					CRB
2			Deeper Darkness - 60-ft. radius of supernatural shadow - no darkvision	Evocation					CRB
2			Excruciating Deformation - touch attack 2d6 pts damage, 1 pt Dex dam & 1 pt Con dam & speed -10	Transmutation					UM
3			Command, Greater - As command, but affects one subject/level.	Enchantment					CRB