

Tizilombo
 CHARACTER: Hoyrall small male
 RACE & LA: 12 Chaotic Neutral Zagnexis, God of the Hoyrall
 AGE: Alignment: Deity
 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					
167	152	15	Underterror	11	45	15	5	9	9	15					
TOTAL HP				167	FAVORED CLASS		Underterror	TOTALS	11	45	15	5	9	9	15

ABILITY SCORE & RACIAL NOTES

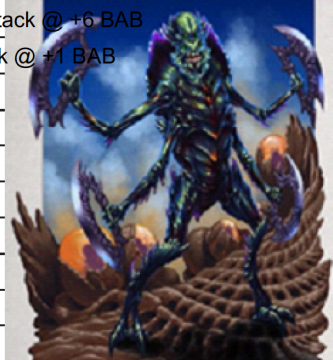
CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	27	-10+	7	0	6	1		3		
TOUCH	17	-10+			6	1				
FLAT-FOOT	21	-10+	7	0	0	1		3		

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

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	7	5	2			
REF	16	9	7			
WILL	10	9	1			

COMBAT NOTES & MODIFIERS
 second attack @ +6 BAB
 third attack @ +1 BAB



ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	14	11		2	1	
RANGED	19	11		7	1	
CMB	17	11	DEX	7	1	-2
CMD	29	-10+	11	0	9	-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, 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: lvl/2 = 7 pool points, Cha-based
 Mutable Form (Ex): Permanently swap 3 evolution (1/day)
 Extra Attack (Ex): extra natural attack (x2)
 Improved Evasion: Failed Reflex save, take 1/2 dam Evolution Surge (Sp): gain 4 pt evolution (1 min/lvl) (3/day)
 Improved Dreadful Presence (Ex): transform into writhing mass; Extra Evolution (x8) +1 evolution point
 & all w/in 60' -4 fear and Will save or shaken 1 rnd/lvl Evolution Gift: - Give target 1 or 2 pt evolution (1 min/lvl) (1/day)

SKILLS				RANKS TOTAL	45	
TOTAL	RANKS	ABILITY	TRAINED	MISC		
<input checked="" type="checkbox"/> ACROBATICS	DEX	12	1	7	3	2
<input type="checkbox"/> APPRAISE	INT	1		1		
<input type="checkbox"/> BLUFF	CHA	1		1		
<input checked="" type="checkbox"/> CLIMB	STR	5	1	2	3	
<input type="checkbox"/> CRAFT	INT	1		1		
<input type="checkbox"/> DIPLOMACY	CHA	1		1		
<input type="checkbox"/> DISABLE DEVICE	DEX			7		
<input checked="" type="checkbox"/> DISGUISE	CHA	1		1		
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX	15	6	7	3	
<input checked="" type="checkbox"/> FLY	DEX	6		7		
<input type="checkbox"/> HANDLE ANIMAL	CHA			1		
<input type="checkbox"/> HEAL	WIS	1		1		
<input checked="" type="checkbox"/> INTIMIDATE	CHA	5	1	1	3	
<input checked="" type="checkbox"/> KN: arcana	INT	5	1	1	3	
<input checked="" type="checkbox"/> KN: dungeoneering	INT	5	1	1	3	
<input checked="" type="checkbox"/> KN: planes	INT	5	1	1	3	
<input type="checkbox"/> KN:	INT			1		
<input type="checkbox"/> KN:	INT			1		
<input type="checkbox"/> KN:	INT			1		
<input type="checkbox"/> LINGUISTICS	INT			1		
<input checked="" type="checkbox"/> PERCEPTION	WIS	19	15	1	3	
<input type="checkbox"/> PERFORM	CHA	1		1		
<input type="checkbox"/> PROF:	WIS			1		
<input type="checkbox"/> RIDE	DEX	6		7		
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	1		1		
<input type="checkbox"/> SLEIGHT OF HAND	DEX			7		
<input type="checkbox"/> SPELLCRAFT	INT			1		
<input checked="" type="checkbox"/> STEALTH	DEX	28	15	7	3	4
<input checked="" type="checkbox"/> SURVIVAL	WIS	5	1	1	3	
<input checked="" type="checkbox"/> SWIM	STR	5	1	2	3	
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA	5	1	1	3	
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	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 SLOW MEDIUM FAST 635,000 / 890,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
	30			20	

INIT 7 = 7 DEX MOD + MISC MOD

HERO

SR DR

RESISTANCES fire 5

POOL POINTS 25 evolution

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR chitin hide armor +3	7	6	-1	20	Med	25.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Siktauryi (living crossbow) +3	+19+3	1-4d6 +3+lvl/3 acid+poison	20,x3	80	P	4.0	dam varies w/ poison DC: 20,25,30
dagger	+14	1d4+2	19-20,x2		S	1.0	
tail stinger	+14	1d4+2+poison	20,x2		P		

FEATS & SPECIAL ABILITIES			
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		
Blindsense (Ex) - locate creatures it cannot see w/in 30'	3		
Incorporeal Form (Sp) 1 rnd/lvl (1/day)	4		
Magic Attacks - natural attacks are magical	1		

FEATS & SPECIAL ABILITIES			
NAME	USES/DAY	USED	
Fast Healing (Su) - Heal 1 HP/lvl	4		
Spell Resistance (Ex) - SR = 10 + lvl	4		
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.			

EQUIPMENT & MAGIC ITEMS				
ITEM	QTY / USES	WGT N/A	WEIGHT	
Siktauryi (living crossbow) +3 24 hp; hardness 10				
dagger				
chitin hide armor +3				
Headband of Alluring Charisma +4				

EQUIPMENT & MAGIC ITEMS				
ITEM	QTY / USES	WGT N/A	WEIGHT	

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

BAGS & CONTAINERS			
CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT	

CURRENCY			
	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD			
SILVER			
COPPER			

TREASURE CARRIED		
TREASURE	WEIGHT	

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
30.0	0.0	0.0		30.0

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
58	116	174	N	174	348	870
0	0			0	0	0
CURRENT LOAD		LIFT <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="12"/>	1st	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="4"/>
<input type="text" value="13"/>	2nd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="3"/>
<input type="text" value="14"/>	3rd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="2"/>
<input type="text" value="15"/>	4th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>
<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
1			Forbid Action - Target obeys your command to not do something.	Enchantment					UM
2			Deeper Darkness - 60-ft. radius of supernatural shadow - no darkvision	Evocation					CRB
2			Excruating Deformation - touch attack 2d6 pts damage, 1 pt Dex dam & 1 pt Con dam & speed -10	Transmutation					UM
2			Vision of Hell - Illusory hellscape makes creatures shaken.	Illusion					UM
3			Command, Greater - As command, but affects one subject/level.	Enchantment					CRB
3			Baleful Polymorph - Turns subject into harmless animal.	Transmutation					CRB
4			summon monster VI - devils only	Conjuration					CRB