

Chinjoka  
 CHARACTER  
 Draaki medium male  
 RACE & LA SIZE GENDER  
 15 Chaotic Neutral Yig, Father of Serpents  
 AGE ALIGNMENT DEITY  
 LANGUAGES: Draconic, Undercommon

Hebeloma  
 PLAYER  
 10'5" 861 lbs none yellow red  
 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	30	10	18	2	2	8
DEX	14	2	14	2		-2
CON	26	8	16	2	4	4
INT	12	1	12			
WIS	8	-1	10	-2		
CHA	10	0	10			

HITPOINTS			CLASS RECORDER										
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS			
162	152	10	Underterror	7	30	10	3	7	7	10			
TOTAL HP			162	FAVORED CLASS	Underterror	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+	8	1	2	-1		6		
TOUCH	11	-10+			2	-1				
FLAT-FOOT	24	-10+	8	1	0	-1		6		

ARMOR CHECK PENALTY	MAXIMUM DEX	SPELL FAILURE
-5	3	30%

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	11	3	8			
REF	9	7	2			
WILL	6	7	-1			

second attack @ +2 BAB

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	16	7		10	-1	
RANGED	8	7		2	-1	
CMB	18	7	STR	10	-1	2
CMD	30	-10+	B7B	12	-1	2

SKILLS		TOTAL	RANKS	ABILITY	TRAINED	MISC
<input checked="" type="checkbox"/> ACROBATICS	DEX	1	1	2	3	
<input type="checkbox"/> APPRAISE	INT	1		1		
<input type="checkbox"/> BLUFF	CHA	0		0		
<input checked="" type="checkbox"/> CLIMB	STR	9	1	10	3	
<input type="checkbox"/> CRAFT	INT	1		1		
<input type="checkbox"/> DIPLOMACY	CHA	0		0		
<input type="checkbox"/> DISABLE DEVICE	DEX			2		
<input checked="" type="checkbox"/> DISGUISE	CHA	0		0		
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX	-3		2		
<input checked="" type="checkbox"/> FLY	DEX	3	5	2	3	-2
<input type="checkbox"/> HANDLE ANIMAL	CHA			0		
<input type="checkbox"/> HEAL	WIS	-1		-1		
<input checked="" type="checkbox"/> INTIMIDATE	CHA	0		0		
<input checked="" type="checkbox"/> KN: arcana	INT			1		
<input checked="" type="checkbox"/> KN: dungeoneering	INT			1		
<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	12	10	-1	3	
<input type="checkbox"/> PERFORM	CHA	0		0		
<input type="checkbox"/> PROF:	WIS			-1		
<input type="checkbox"/> RIDE	DEX	-3		2		
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	-1		-1		
<input type="checkbox"/> SLEIGHT OF HAND	DEX			2		
<input type="checkbox"/> SPELLCRAFT	INT			1		
<input checked="" type="checkbox"/> STEALTH	DEX	6	10	2	3	-4
<input checked="" type="checkbox"/> SURVIVAL	WIS	3	1	-1	3	
<input checked="" type="checkbox"/> SWIM	STR	9	1	10	3	
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA			0		
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					

FEATS & FEATURES

Race: Draaki - humanoid (reptilian) (AAW:URC 49)  
 Darkvision 60'; Light Blindness: blinded 1 rnd then dazzled  
 Change Shape: Assume appearance of unique Drow  
 Wyrmscourged: +1 attack, +2 AC, +2 save vs dragons  
 Draaki subtype: Graldin (fire type)  
 Breath Weapon: 20-ft. line of fire 3d6 dam (1/day)  
 Class: Underterror HD: d10; skills 2 + Int Mod(AAW:URC 120)  
 Weapon Prof: All Simple + axes, hammer & picks  
 Armor Prof: Light & Medium Armor & shields  
 Darkvision +10/odd level  
 Undershape: assume specific humanoid form (at will, indefinitely) 1/VI  
 Morlock, grimlocks, serpentfolk, skum, drow  
 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/1V) (2/day)  
 Extra Evolution (x3) +1 evolution point  
 Evolution Gift: - Give target 1 or 2 pt evolution (1 min/1V) (1/day)  
 Dreadful Presence (Ex): transform into writhing mass;  
 & all w/in 60' -2 fear and Will save or shaken 1d4 rnds  
 Improved Critical - slam - doubles threat range  
 Inherited Resistance: fire 5

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 <input type="checkbox"/>	MEDIUM <input checked="" type="checkbox"/>	FAST <input type="checkbox"/>	105,000 / 155,000	
SPEED	BASE 30	FLY 30	SWIM	CLIMB	MISC
INIT	2	= 2	DEX MOD	+	MISC MOD
HERO					
SR					
DR					
RESISTANCES	fire 5				
POOL POINTS	15	evolution			

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Breastplate +2	8	3	-4	25	Md	30.0
SHIELD Light Steel Shield	1		-1	5	Lt	6.0

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
dragonbone longsword +2	+16+2	2d6+10+2+1	19-20,x2		S	4.0	
slam	+16	3d6+15+1d6 fire	19-20,x2		B		10' reach, 1d6 bleed

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED
Evolutions:		
Slam attack	1	
Ability Increase: Str	2	
Large +8 Str +4 Con +2 Natural AC -2 Dex, -1 Size AC	4	
& +1 CMB & CMD, -2 Fly -4 Stealth & 10' reach		
Magical Attack - Natural attacks are magical	1	
Improved Damage - slam damage improved by one size	1	
Energy Attacks (Su) - slam does 1d6 fire damage	2	
Bleed - slam does 1d6 bleed damage	1	
Flight (Ex) - 30' move; average maneuverability	2	

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED
Improved Natural Armor (Ex) +2 Natural AC		

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT
	dragonbone longsword +2 ( & +1 damage)			
	Breastplate +2			
	Light Steel Shield			

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
40.0	0.0	0.0		40.0

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD		LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
533	1067	1600	<b>N</b>	1600	3200	8000
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 Underterror LEVEL 10

BLOODLINES & PATRONS

BLOODLINE/PATRON [ ]
BLOODLINE/PATRON [ ]

SPELLS PER DAY

CLASS [ ] LEVEL [ ]

Table with columns: SAVE DC, LEVEL, TOTAL, CLASS, ABILITY BONUS, MISC, SPELLS KNOWN. Rows 0-9th.

CLOSE: 25FT + 5FT / 2 LVL 50 MEDIUM: 100FT + 10FT / LVL 200 LONG: 400FT + 40FT / LVL 800

Table with columns: TOTAL, CLASS, ABILITY, OTHER, CURRENT POINTS. SPELL POINTS 0.

DOMAINS

DOMAIN [ ]
SUBDOMAIN [ ]
DOMAIN [ ]
SUBDOMAIN [ ]
DOMAIN [ ]
SUBDOMAIN [ ]

WIZARD SPECIALITY SCHOOL

SPECIALITY [ ]
FOCUSED [ ]
PROHIBITED [ ]
PROHIBITED [ ]

Table with columns: SAVE DC, LEVEL, TOTAL, CLASS, ABILITY BONUS, MISC, SPELLS KNOWN. Rows 0-9th.

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

Table with columns: TOTAL, CLASS, ABILITY, OTHER, CURRENT POINTS. SPELL POINTS 0.

SPELLS

Table with columns: LEVEL, PREP, USED, NAME & DESCRIPTION, SCHOOL, DURATION, RANGE, SAVE, SR, REFERENCE. Includes spells like Hel Powers, Darkness, Bane, Command, Deeper Darkness, Excruciating Deformation, Command, Greater.