Kuchotsedwa Hebeloma Vestraadi medium female 5'8" 170 lbs none none brown/green SKIN RACE & L SIZE GENDER HEIGHT WEIGHT HAIR EYES Neutral the Current 44 Orv. Darklands HOMELAND & BACKGROUND OCCUPATION Straad, Undercommon Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012 **HITPOINTS CLASS RECORDER** ARILITY SCORE 12 1 **STR** 12 152 15 Underterror 11 30 15 5 9 9 15 167 2 14 14 DEX 2 14 -2 CON 16 NONLETHAI INT 10 0 10 26 8 2 WIS 18 6 11 30 15 5 9 9 TOTAL HP 167 Underterror **TOTALS** 15 14 2 -2 2 10 4 CHA CONDITIONS & MISCELLANEOUS TRACKING ABILITY SCORE & ★☑ ACROBATICS ◆ DE) 2 **ATTACKS & DEFENSE** ★□ APPRAISE INT 0 0 BLUFF CHA 2 2 AC 30 0 8 =10+ **№** CLIMB STR 0 1 CRAFT: INT 0 0 22 2 2 8 MAXIMUM **TOUCH** 3 =10+ ⋆□ DIPLOMACY CHA 2 2 ☐ DISABLE DEVICE ◆ DEX 2 26 8 0 0 8 25% FLAT-FOOT **-10**+ FAILURE Disguise CHA 2 2 ESCAPE ARTIST • DEX 2 second attack @ +6 B DEX AVING THROWS CLASS BASE ABILITY ☐ HANDLE ANIMAL 2 СНА 7 5 2 third attack @ +1 BAB **FORT** ∗□ HEAL WIS 8 8 11 9 2 REF CHA 6 2 ☑ KN: arcana INT 0 3 WILL 17 9 8 KN: dungeoneering INT 0 ☑ KN: planes INT 4 0 3 BASE ATTACK BONUS ☐ KN: INT 0 MELEE 12 11 1 ☐ Kn: INT 0 ☐ KN: INT 0 RANGED 13 11 2 ■ LINGUISTICS INT 0 ₽ PERCEPTION WIS 23 10 8 3 2 **CMB** 19 11 WIS 8 PERFORM: CHA 2 2 ☐ PROF WIS 8 CMD 30 BAB 4 = 10 + ∗□ Ride • DEX 2 SENSE MOTIVE 24 13 8 3 **FEATS & FEATURES** ☐ SLEIGHT OF HAND ◆ DEX 2 ☐ SPELLCRAFT 0 INT Race: Vestraadi - aberration (aquatic) (AAW:URC 162) Class: Underterror HD: d10; skills 2 + Int Mod(AAW:URC 120) ***** ✓ STEALTH • 2 DEX 5 3 ÷**₽** SURVIVAL WIS 12 8 3 Keen Senses (Ex)*: +2 Perception Weapon Prof: All Simple + axes, hammer & picks ₩IM • 3 4 Improved Watersense (Ex): blindsight 40' in water; 5' out Armor Prof: Light & Medium Armor & shields ✓ Use Magic Device СНА 2 STR Sonar (Ex): no eyes; other senses Darkvision +10/odd level STR Scent (Ex): detect by odor Undershape: assume specific humanoid form (at will, indefinitely) 1/lvl STR STR Detect Poison (Sp): as spell (at will) Urdefhan, neothelid, gug, munavri, gore weaver, svirfneblin, drow, duergar etc. STR Cold Resistance (Ex): 10 Dodge: +1 dodge AC; Preternatural Hearing +1 dodge AC 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 Amphibious (Ex): Vestraadi can breathe air and water. Evasion: Reflex save for 1/2 dam takes 0 damage Blind-Fight (Ex): fight unhindered w/o sight Hel Powers: IvI/2 = 7 pool points, Cha-based **EXPERIENCE** 635,000 890,000 FAST 🗖 Stalker (Ex): Perception & Stealth are class skills Mutable Form (Ex): Permanently swap 3 evolution (1/day) 20 **SPEED** 30 Blind (Ex): invulnerable to sight-based effects & attacks Extra Attack (Ex): extra natural attack (x2) MISC Sensory Dependent (Ex): -2 save vs auditory effects Evolution Surge (Sp): gain 4 pt evolution (1 min/lvl) (3/day) INIT Improved Evasion: Failed Reflex save, take 1/2 dam Intuitive Dodge (Combat) Add Wis Mod to AC **HERO** Improved Dreadful Presence (Ex): transform into writhing mass; Evolution Gift: - Give target 1 or 2 pt evolution (1 min/lvl) (1/day) SR DR & all w/in 60' -4 fear and Will save or shaken 1 rnd/lvl Extra Evolution: (x6) +1 evolution pool point cold 10. fire immune RESISTANCES **POOL POINTS** 23 evolution fish scale armor +3 8 25 Med 20.0

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Vestraadi Katana-Eku +3	+12	1d8+1+3	19-20,x2		S	8.0	
Tentacle (x2)	+12	1d6+1+1d6 acid	20,x2		В		

	FEATS & SPECIAL ABILITIES		USES/DAY	USED	٩ ٣		F	EAT	NAME	SPECIA	AL ABIL	ITIES		USES/DAY	USED
E۱	volutions:			Immunity (Su): Immune to Fire							2				
SI	ippery (Ex) coated in slime, +4 CMD	1		S	Spell Resis	tance (Ex): 1	0+lv	1 = 2	5				4		
Unnatural Aura (Su) - Normal animals will not approach] [u	JItimate Ma	agic (Sp) - Lig	htnir	ng B	olt 15d6	3 dam (1	1/day)		4	
Basic Magic (Sp) - Detect Magic (1/day)					1Г										
Tentacle (Ex) - 1d4 damage (x2)			2		1 F										
_	oility Increase (Ex) +2 Cha		2		1										
-	agic Attacks (Su) - natural attacks are magic		1		1										
_	nergy Attacks (Su) - natural attacks deal 1d6 acid		2		1 Ի										
_	ajor Magic (Sp) - Invisibility (self only) (1/day)		3		┨┠										
_	proved Natural Attacks - tentacles do 1d6		1		┨┠										
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	EQUIPMENT & MAGIC ITEM:	S					E	QUI	PME	NT & I	MAGIC	ITEMS			
*	Vestraadi Katana-Eku +3	QTY / USES	WGT N/A	WEIGHT	}	₩		IT	EM				QTY / USES	WGT N/A	WEIGHT
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⊢	Headband of Alluring Charisma +4				┨┠										
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HEADBAND:															
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一	RING:								GHT	MEDIUM	HEAVY	ADS &	LIFT ABOVE	LIFT OFF	DRAG &
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CARRIED WEIGHT

EQUIPMENT

ARMOR & WEAPONS

28.0

CURRENCY

0.0

RING:

SHOULDERS:

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CURRENT LOAD

MODIFIED LOAD

LIGHT 🗹

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MEDIUM 🗖

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HEAVY 🗖

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TOTAL

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	SPELLS PER DAY					BLOODLINES & PATRONS					SPELLS PER DAY							
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LEVEL	PREP	USED	Hel Powers		NAM	E & DESCRIPTION		school	L	DUI	RATION	RANGE	SAVE	SR	REFERENCE			
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1			Murderous Comma	Enchantr	ment						UM							
1			Forbid Action - Ta	Enchantr	ment						UM							
1			Darkness - 20-ft. radius of supernatural shadow.												CRB			
1		Bane - Enemies take –1 on attack rolls and saves against fear.							ment						UM	_		
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2			Excruciating Deformation - touch attack 2d6 pts damage, 1 pt Dex dam & 1 pt Con dam & speed -10												UM CRB	_		
2			Deeper Darkness - 60-ft. radius of supernatural shadow - no darkvision Countless Eyes - Extra eyes give all-around vision.												CKB	-		
			Courtiess Lycs L	zata cyco gri	ve an	around vision.		Transmut	ation							-		
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3			Baleful Polymorph	- Turns subj	ject ir	nto harmless anima	ıl.	Transmut	ation						CRB	_		
3			Command, Greater - As command, but affects one subject/level.												CRB			
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4			Flesh to Ooze - tra	nsform targe	et into	gelatinous cube, j	elly or pudding	Transmut	ation	pern	nanent				DDR	_		
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