

Kuchotsweda

Hebeloma

CHARACTER
Vestraadi medium female
RACE & LA SIZE GENDER
44 Neutral the Current
AGE ALIGNMENT DEITY

PLAYER
5'8" 170 lbs none none brown/green
HEIGHT WEIGHT HAIR EYES SKIN
Orv, Darklands
HOMELAND & BACKGROUND OCCUPATION



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

LANGUAGES: Straad, Undercommon

Table with columns: ABILITY SCORE, TOTAL, MOD, BASE, ENHANCE, MISC, TEMP. Rows for STR, DEX, CON, INT, WIS, CHA.

HITPOINTS and CLASS RECORDER. HITPOINTS: CURRENT HP 167, HP GAINED 152, HD 15. CLASS RECORDER: CLASS NAME Underterror, BAB 11, SKILL 30, FC HPS 15, FORT 5, REF 9, WILL 9, LEVELS 15.

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

SKILLS RANKS TOTAL 30

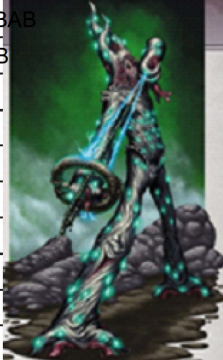
ATTACKS & DEFENSE. AC 30, TOUCH 22, FLAT-FOOT 26. Includes armor class, shield, dex, size, dodge, natural, deflect, misc, temp.

ARMOR CHECK PENALTY -1, MAXIMUM DEX 3, SPELL FAILURE 25%. Includes combat notes & modifiers.

SKILLS table with columns: TOTAL, RANKS, ABILITY, TRAINED, MISC. Lists skills like Acrobatics, Appraise, Bluff, Climb, Craft, Diplomacy, Disguise, Escape Artist, Fly, Handle Animal, Heal, Intimidate, Knowledge (arcana, dungeoneering, planes), Linguistics, Perception, Perform, Ride, Sense Motive, Sleight of Hand, Spellcraft, Stealth, Survival, Swim, Use Magic Device.

SAVING THROWS. FORT 7, REF 11, WILL 17. Includes class base, ability, enhance, misc, temp.

second attack @ +6 BAB
third attack @ +1 BAB



ATTACKS. MELEE 12, RANGED 13, CMB 19, CMD 30. Includes base attack bonus, temp, ability, size, misc.

FEATS & FEATURES CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Table listing various feats and features such as Race: Vestraadi - aberration (aquatic), Keen Senses, Improved Watersense, Sonar, Scent, Detect Poison, Cold Resistance, Amphibious, Blind-Fight, Stalker, Blind, Sensory Dependent, Improved Evasion, Improved Dreadful Presence, Class: Underterror, Weapon Prof, Armor Prof, Darkvision, Undershape, Urdefhan, Dodge, Evasion, Hel Powers, Mutable Form, Extra Attack, Evolution Surge, Intuitive Dodge, Evolution Gift, Extra Evolution.

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 [x] FAST [x] 635,000 / 890,000

Table for SPEED, INIT, HERO, SR, DR, RESISTANCES, POOL POINTS. SPEED 20, INIT 2, HERO, SR, DR, RESISTANCES cold 10, fire immune, POOL POINTS 23 evolution.

ARMOR & WEAPONS

Table for ARMOR & WEAPONS. ARMOR: fish scale armor +3, AC BONUS 8, MAX DEX 3, PENALTY -1, SPELL FAIL 25, TYPE Med, WEIGHT 20.0.

Table for WEAPONS. Vestraadi Katana-Eku +3, Tentacle (x2). Includes attack modifiers, damage, critical, range, type, weight, ammo & notes.

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="15"/>	1st	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="4"/>
<input type="text" value="16"/>	2nd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="3"/>
<input type="text" value="17"/>	3rd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="2"/>
<input type="text" value="18"/>	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			Murderous Command - Target is compelled to kill its ally.	Enchantment					UM
1			Forbid Action - Target obeys your command to not do something.	Enchantment					UM
1			Darkness - 20-ft. radius of supernatural shadow.	Evocation					CRB
1			Bane - Enemies take -1 on attack rolls and saves against fear.	Enchantment					UM
2			Excruciating Deformation - touch attack 2d6 pts damage, 1 pt Dex dam & 1 pt Con dam & speed -10	Transmutation					UM
2			Deeper Darkness - 60-ft. radius of supernatural shadow - no darkvision	Evocation					CRB
2			Countless Eyes - Extra eyes give all-around vision.	Transmutation					
3			Baleful Polymorph - Turns subject into harmless animal.	Transmutation					CRB
3			Command, Greater - As command, but affects one subject/level.	Enchantment					CRB
4			Flesh to Ooze - transform target into gelatinous cube, jelly or pudding	Transmutation	permanent				DDR