

Namudhaj Darakunk

Hebeloma

CHARACTER
Taninim (Brutish) Medium Male
RACE & LA SIZE GENDER
100 Lawful Neutral Our Lady of the Rainbow Scales
AGE ALIGNMENT DEITY

PLAYER
6'10" 245 lbs none yellow green
HEIGHT WEIGHT HAIR EYES SKIN
Mana Wastes, Garund
HOMELAND & BACKGROUND OCCUPATION



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

LANGUAGES: Common, Draconic

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

HITPOINTS

Table with columns: CURRENT HP, HP GAINED, HD. Shows 77 current HP, 72 HP GAINED, 5 HD.

CLASS RECORDER

Table with columns: CLASS NAME, BAB, SKILL, FC HPS, FORT, REF, WILL, LEVELS. Shows Draconic Exemplar with BAB 5, SKILL 20, FC HPS 5, FORT 4, REF 4, WILL 4, LEVELS 5.

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

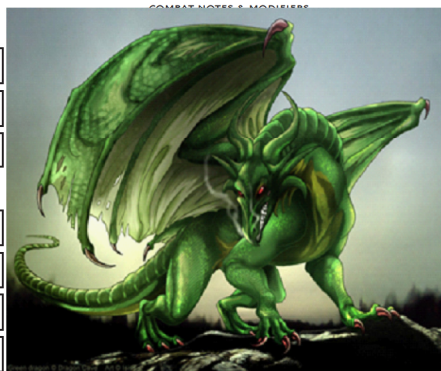
ATTACKS & DEFENSE

Table with columns: ARMOR CLASS, TOTAL, ARMOR, SHIELD, DEX, SIZE, DODGE, NATURAL, DEFLECT, MISC, TEMP. Rows for AC, TOUCH, FLAT-FOOT.

Table with columns: ARMOR CHECK PENALTY, MAXIMUM DEX, SPELL FAILURE. Shows 0 armor check penalty, -- maximum dex, 0% spell failure.

Table with columns: SAVING THROWS, TOTAL, CLASS BASE, ABILITY, ENHANCE, MISC, TEMP. Rows for FORT, REF, WILL.

Table with columns: ATTACKS, TOTAL, BASE ATTACK BONUS, TEMP, ABILITY, SIZE, MISC. Rows for MELEE, RANGED, CMB, CMD.



FEATS & FEATURES

Class: Draconic Exemplar HD: d12; Skills 4+Int Mod
Weapon Prof: Natural only; Armor Prof: None
Predator's Claws: 2 primary attacks, 1d4 dam
Draconic Essence: Green Dragon: Imperious
Energy: Acid; Resist Acid 10;
Compulsion: Will save to obey command of inferior creature
Draconic Weaponry: Breath Weapon: cone 30' (3 + Cha Mod/day) (1d6/lv); acid dam, Con-Based Reflex save for half dam
Debilitating Breath Weapon: does lv/3 Str damage

SKILLS

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

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] 15,000 / 23,000

SPEED BASE 40 FLY 60 SWIM 40

INIT 2 = 2 DEX MOD + MISC MOD

HERO

SR 8 DR 5/magic

RESISTANCES Acid 10

POOL POINTS

ARMOR & WEAPONS

Table with columns: ARMOR NAME & DESCRIPTION, AC BONUS, MAX DEX, PENALTY, SPELL FAIL, TYPE, WEIGHT. Rows for ARMOR, SHIELD.

Table with columns: WEAPON NAME & DESCRIPTION, ATTACK MODIFIERS, DAMAGE, CRITICAL, RANGE, TYPE, WEIGHT, AMMO & NOTES. Rows for bite, claws (x2), breath weapon: cone of acid, wing (x2).

| FEATS & SPECIAL ABILITIES                                |          |      |  |
|--|----------|------|--|
| NAME   | USES/DAY | USED |  |
| Draconic Defenses:                                       |          |      |  |
| Hardened Scales: The draconic exemplar gains DR 5/magic. |          |      |  |
| Spell Resistance: SR 3+level=8;                          |          |      |  |
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| FEATS & SPECIAL ABILITIES  |          |      |  |
|--|----------|------|--|
| NAME   | USES/DAY | USED |  |
| Draconic Gifts:  |          |      |  |
| Acid Pool - Breath weapon creates acid pool x=10' rad, breath weapon dam |          |      |  |
| Predator's Speed: +10' base move   |          |      |  |
| Elemental Affinity: Water: swim=base, breathe & use breath underwater    |          |      |  |
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|  |          |      |  |

| EQUIPMENT & MAGIC ITEMS |  |            |         |        |
|-------------------------|--|------------|---------|--------|
| #                       | ITEM   | QTY / USES | WGT N/A | WEIGHT |
|                         | Dracomorphosis                               |            |         |        |
|                         | Medium: +2 Str +2 Natural AC                 |            |         |        |
|                         | wing attacks (2) 1d4 dam; Reach of bite +10' |            |         |        |
|                         | Fly (Su) 60' (average)                       |            |         |        |
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| EQUIPMENT & MAGIC ITEMS |      |            |         |        |
|-------------------------|------|------------|---------|--------|
| #                       | ITEM | QTY / USES | WGT N/A | WEIGHT |
|                         |      |            |         |        |
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| 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 |
| 0.0             | 0.0      | 0.0       |      | 0.0   |

| LOADS & LIFT |             |   |                    |                                 |                 |                                |
|--------------|-------------|---|--------------------|---------------------------------|-----------------|--------------------------------|
| LIGHT LOAD   | MEDIUM LOAD | HEAVY LOAD                                | N<br>MODIFIED LOAD | LIFT ABOVE HEAD                 | LIFT OFF GROUND | DRAG & PUSH                    |
| 232          | 464         | 696                                       |                    |                                 | 696             | 1392                           |
| 0            | 0           |   |                    | 0                               | 0               | 0                              |
| CURRENT LOAD |             | LIGHT <input checked="" type="checkbox"/> |                    | MEDIUM <input type="checkbox"/> |                 | HEAVY <input type="checkbox"/> |