

Namudhaj Darakunk

Hebeloma

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

PLAYER
28' 13 tons 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 and CLASS RECORDER. HITPOINTS: CURRENT HP 272, HP GAINED 257, HD 15. CLASS RECORDER: CLASS NAME Draconic Exemplar, BAB 15, SKILL 60, FC HPS 15, FORT 9, REF 9, WILL 9, LEVELS 15.

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

SKILLS RANKS TOTAL 60

ATTACKS & DEFENSE. AC 22, TOUCH 10, FLAT-FOOT 22.

ATTACKS & DEFENSE. DODGE 12, NATURAL 12, DEFLECT 12, MISC 12.

SKILLS table with columns: SKILL, RANKS, ABILITY, TRAINED, MISC. Includes skills like Acrobatics, Appraise, Bluff, Climb, etc.

SAVING THROWS. FORT 16, REF 9, WILL 9.



ATTACKS. MELEE 24, RANGED 15, CMB 24, CMD 34.

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

Race: Taninim (In the Company)
Brutish: +2 save vs Fear
Small: +1 AC & attack; -1 CMB & CMD; +4 Stealth
Dexterous Claws: no natural attack; hold weapons
Dragon Senses: darkvision 60' & lowlight vision
Dragon Immunities: immune: magical sleep & paralysis
Glide: vestigial wings as feather fall w/ DC 15
Kinslayer: +1 attack; +2 Dodge AC; +2 Knowledge vs dragons
Natural Weapon - Bite: +1.5 Str dam; +size larger reach
Scaled Hide: +2 Natural Armor
Superior Awareness: +2 Perception and Sense Motive
Unfettered Predator: Add'l Penalties when Armored
Draconic Physiology: Quadruped +capacity & +4 CMD vs trip
Extra Draconic Gifts (x5)
Draconic Sorcery (Su): Use magic items as sorcerer

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 30;
Compulsion: Will save to obey command of inferior creature
Draconic Weaponry: Breath Weapon: cone 50' (lv/2+ConMod/day) (1d6/lv); acid dam, Con-Based Reflex save for half dam
Debilitating Breath Weapon: does lv/3 Str damage
Elemental Aura (Su): All natural attack +x=4d6 acid dam
Frightful Presence (Ex): All foes w/in x=120' shaken 1 rd/lv
Improved Critical: breath weapon: double critical threat range
Improved Critical: bite: double critical threat range

ARMOR & WEAPONS

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

EXPERIENCE 635,000 / 890,000
SPEED 40, INIT 0, HERO, SR 18, DR 5/magic, RESISTANCES Acid 30, POOL POINTS

Table for WEAPONS with columns: WEAPON NAME & DESCRIPTION, ATTACK MODIFIERS, DAMAGE, CRITICAL, RANGE, TYPE, WEIGHT, AMMO & NOTES.

