Namudhaj Darakunk Taninim (Brutish) Male Huge RACE & L GENDER 100 Lawful Neutral Our Lady of the Rainbow Scales

Common, Draconic

RANGED

CMB

CMD

15

24

34

Hebeloma 28'

13 tons none WEIGHT

Mana Wastes, Garund

yellow

green

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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	28	9	18	8	2	
DEX	10	0	14	-4		
CON	24	7	16	4	4	
INT	10	0	12	-2		
WIS	10	0	10			
СНА	10	0	10			
ABILITY SCORE &						

HITPOINTS		CLASS RECORDER														
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB		FC HPS	FORT	REF	WILL	LEVELS						
l	257	15	Draconic Exemplar	15	60	15	9	9	9	15						
272																
NONLETHAL HP DAM																
TEMPORARY HP																
TOTAL HP	272	FAVORED CLASS	Draconic Exemplar TOTALS	15	60	15	9	9	9	15						

ATTACKS & DEFENSE 0 AC 0 12 =10+ 10 0 MAXIMUM **TOUCH** =10+ SPELL FAILURE 22 0 0 0 12 0% FLAT-FOOT **-10**+ second attack AVING THROWS @ +10 BAF 16 9 **FORT** 9 9 0 third ; REF 9 0 WILL 9 BASE ATTACK BONUS MELEE 24 9 15

-1				TOTAL	KMIAKS	ABILITI	TRAINED	MIISC
	*	ACROBATICS •	DEX	0		0		
	* 🗹	APPRAISE	INT	4	1	0	3	
_	*🗹	BLUFF	СНА	0		0		
ı	* 🗹	CLIMB +	STR	13	1	9	3	
i	*	CRAFT:	INT	0		0		
J	* 🗹	DIPLOMACY	СНА	0		0		
Ī		DISABLE DEVICE •	DEX			0		
	*•	DISGUISE	СНА	0		0		
	*•	ESCAPE ARTIST •	DEX	0		0		
	*🗹	FLY +	DEX	18	15	0	3	
ı		HANDLE ANIMAL	СНА			0		
ı	* 🗹	HEAL	WIS	0		0		
ı	*2	INTIMIDATE	СНА	4	1	0	3	
		Kn: (all)	INT	18	15	0	3	
ı		Kn:	INT			0		
ı		Kn:	INT			0		
ı		Kn:	INT			0		
ı		Kn:	INT			0		
ı		Kn:	INT			0		
ı		LINGUISTICS	INT			0		
ı	* 🗹	PERCEPTION	WIS	20	15	0	3	2
	*•	PERFORM:	СНА	0		0		
ě		Prof:	WIS			0		
	*•	RIDE +	DEX	0		0		
_	÷ 🗹	SENSE MOTIVE	wis	8	3	0	3	2
		SLEIGHT OF HAND •	DEX			0		
	◩	SPELLCRAFT	INT	4	1	0	3	
<u> </u>	* 🗹	STEALTH +	DEX	6	3	0	3	
	* 🗹	SURVIVAL	WIS	4	1	0	3	
-	* 🗹	SWIM +	STR	15	3	9	3	
_		USE MAGIC DEVICE	CHA	4	1	0	3	
			STR					
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	MA	RK A 🗖 TO SHOW A CLASS	SKILL. CLASS	KILLS WI	TH RANKS	GAIN A +	3 TRAINED	BONUS.

FEATS & FEATURES

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9

Class: Draconic Exemplar HD: d12; Skills 4+Int Mod

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

15

STR

B|453

15

10+

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

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' (IvI/2+ConMod/day) (1d6/lvl); acid dam, Con-Based Reflex save for half dam Debilitating Breath Weapon: does IvI/3 Str damage Elemental Aura (Su): All natural attack +x=4d6 acid dam Frightful Presence (Ex): All foes w/in x=120' shaken 1 rnd/lvl

Improved Critical: breath weapon: double critical threat range Improved Critical: bite: double critical threat range * SKILL CAN BE USED UNTRAINED * ARMOR CHECK PENALTY APPLIES

EXPERIE SLOW D MEDIUM		63	5,000	/	890,00	,000			
	BASE	FLY	SWIM	CLIMB	MISC				
SPEED		40	120	40					
INIT	0	=		MISC MOD					
HERO									
SR	18	DR	5/ma	agic					
RESISTANCES Acid 30									
	_	1							

ARMOR & WEAPONS	POOL POINTS						
ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT	
ARMOR							
SHIELD							

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
bite	+24	2d6+13+4d6 acid	19-20,x2	20	S,P		
claws (x2)	+24	1d8+9+4d6 acid	20,x2		S,P		
breath weapon: cone of acid	+24	15d6 acid	19-20,x2	50	acid		+5 Str damage
wing (x2)	+24	1d8+9+4d6 acid	20,x2		В		
tail slap	+24	2d6+9+4d6 acid	20,x2		В		

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FEATS & SPECIAL ABILITIES NAME			USES/DAY	USED		FEATS & SPECIAL ABILITIES							USES/DAY	USED	
Draconic Defenses:					-	aconic G									
Hardened Scales: The draconic exemplar gains DR 5/magic.					1 ⊢	Acid Pool - Breath weapon creates acid pool x=20' rad, breath weapon da						oon dam			
⊢	pell Resistance: SR 3+level=18;				₁ ⊢	Predator's Speed: +10' base move									
_	eflective Scales (Su): Reflect spells back upon caster				1 ⊢		ffinity: Water: sv					reath und	lerwater		
_	rial Evasion: Save in air for half dam yields no dama	ige			1 —		Flight (Ex): Inc								
Th	ickened Scales (Ex) +2 Natural AC				1 —		Breath (Su): E							2	
L					₁ ⊢		a (Su): Elemental							1	
L					1 —		rged Bite (Su):							1	
⊢					⇃⊢		esture (Su): Us							1	
_			<u> </u>			arting Ge	esture (Su). Os	CIII	gritiu	11163611	ce to dis	stupt spe	ilicastei	'	
94	EQUIPMENT & MAGIC ITEMS	any (wasa					E	QU	РМЕ	NT & N	MAGIC	TEMS	amy /am		
#	Dracomorphosis	QTY / USES	WGT N/A	WEIGHT	#			IT.	TEM				QTY / USES	WGT N/A	WEIGHT
Г	Medium: +2 Str +2 Natural AC				1 🗆										
	wing attacks (2) 1d4 dam; Reach of bite +10'				1 🗆										
Г	Fly (Su) 60' (average)				1										
Г	Large: +2 Str; +2 Con; -2 Dex; Fly (poor) +5 Natural AC				1										
Г	tail slap attack 1d8 damage.				1 🗀										
	Huge: +2 Str; -2 Dex; +8 Natural AC				1 🗆										
Г	increase damage and reach for attacks				1 🗀										
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	WORN MAGIC ITEM EQUIPMENT EQUIPMENT SLOTS FOR MAGIC ITEMS	#			CONTAINE	ER	BAGS & CO	TNC	AINI		LUME/WEIGH	T LIMIT/NOTI	ES		WEIGHT
L	BELT:							_							
BODY:							_								
CHEST:							_								
EYES:							_								
FEET:		CARE		CARRIED	WGT N/A	STORED	*				REASURE	ARRIED		WEIGHT	
HANDS: PLATINUM															
HEAD: GOLD		GOLD							1						
HEADBAND: SILVER		SILVER													
NECK: COPPER										LO	ADS & I	LIFT			
	RING:							L	IGHT .OAD	MEDIUM LOAD	HEAVY LOAD		LIFT ABOVE HEAD	GROUND	DRAG & PUSH
	RING:	ADMC		CARRIE	D WE	IGHT			104	809	1213	LV	1213	2426	6065
SHOULDERS:		ARMOR & WEAPONS	CURREN	ICY EQU	IPMENT	MISC	TOTAL		0	0		MODIFIED LOAD	0	0	0

0.0

0.0

WRIST:

0.0

CURRENT LOAD

LIGHT 🗹

MEDIUM 🗖

HEAVY 🗖