

Ng'ona
 CHARACTER
 Kraidyl large male
 RACE & LA SIZE GENDER
 11 Chaotic Neutral Sobek, the Raging Torrent
 AGE ALIGNMENT DEITY
 LANGUAGES: Undercommon

Hebeloma
 PLAYER
 6'7" 270 none yellow green & yellow
 HEIGHT WEIGHT HAIR EYES SKIN
 Nar-Voth, Darklands
 HOMELAND & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	30	10	18	2	2	8
DEX	12	1	14			-2
CON	20	5	16			4
INT	10	0	12	-2		
WIS	12	1	10	2		
CHA	10	0	10			

HITPOINTS			CLASS RECORDER										
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS			
72	67	5	Underterror	3	10	5	1	4	4	5			
TOTAL HP			72	FAVORED CLASS	Underterror	TOTALS	3	10	5	1	4	4	5

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	22	-10+	7	0	1	-1		5		
TOUCH	10	-10+			1	-1				
FLAT-FOOT	21	-10+	7	0	0	-1		5		

SKILLS					RANKS TOTAL	10
TOTAL	RANKS	ABILITY	TRAINED	MISC		
<input checked="" type="checkbox"/> ACROBATICS	DEX	1	1			
<input type="checkbox"/> APPRAISE	INT	0	0			
<input type="checkbox"/> BLUFF	CHA	0	0			
<input checked="" type="checkbox"/> CLIMB	STR	10	10			
<input type="checkbox"/> CRAFT	INT	0	0			
<input type="checkbox"/> DIPLOMACY	CHA	0	0			
<input type="checkbox"/> DISABLE DEVICE	DEX		1			
<input checked="" type="checkbox"/> DISGUISE	CHA	0	0			
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX	1	1			
<input checked="" type="checkbox"/> FLY	DEX	-1	1			-2
<input type="checkbox"/> HANDLE ANIMAL	CHA		0			
<input type="checkbox"/> HEAL	WIS	1	1			
<input checked="" type="checkbox"/> INTIMIDATE	CHA	4	1	0	3	
<input checked="" type="checkbox"/> KN: arcana	INT		0			
<input checked="" type="checkbox"/> KN: dungeoneering	INT	4	1	0	3	
<input checked="" type="checkbox"/> KN: planes	INT		0			
<input type="checkbox"/> KN:	INT		0			
<input type="checkbox"/> KN:	INT		0			
<input type="checkbox"/> KN:	INT		0			
<input type="checkbox"/> LINGUISTICS	INT		0			
<input checked="" type="checkbox"/> PERCEPTION	WIS	5	1	1	3	
<input type="checkbox"/> PERFORM	CHA	0	0			
<input type="checkbox"/> PROF:	WIS		1			
<input type="checkbox"/> RIDE	DEX	1	1			
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	1	1			
<input type="checkbox"/> SLEIGHT OF HAND	DEX		1			
<input type="checkbox"/> SPELLCRAFT	INT		0			
<input checked="" type="checkbox"/> STEALTH	DEX	3	3	1	3	-4
<input checked="" type="checkbox"/> SURVIVAL	WIS	5	1	1	3	
<input checked="" type="checkbox"/> SWIM	STR	16	3	10	3	
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA		0			
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					



SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
FORT	6	1	5			
REF	5	4	1			
WILL	5	4	1			

ATTACKS							
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC		
MELEE	12	3	10	-1			
RANGED	3	3	1	-1			
CMB	14	3	STR	10	-1	2	
CMD	25	-10+	B3B	0	1	-1	2

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

Race: Kraidyl - humanoid (reptilian) (AAW:URC 140)	Class: Underterror HD: d10; skills 2 + Int Mod(AAW:URC 120)
Darkvision 60'; Light Blindness: blinded 1 rnd then dazzled	Weapon Prof: All Simple + axes, hammer & picks
Hypnotic Gaze: (as hypnotize) (1/day)	Armor Prof: Light & Medium Armor & shields
Hold Breath: 4*Con rounds	Darkvision +10/odd level
Natural Armor +1 AC	Undershape: assume specific humanoid form (at will, indefinitely) 1/VI
Stalker: Perception and Stealth are class skills	troglodyte, lizardman, serpentfolk, bugbear, orc
Natural Weapons: bite & tail	Snapping Maw +1 attack or damage to bite
Negative Energy Affinity: negative heals, positive harms	Evasion: Reflex save for 1/2 dam takes 0 damage
Positive Energy Vulnerability: +50% damage	Hel Powers: 1v/2 = 2 pool points, Cha-based
	Mutable Form (Ex): Permanently swap 1 evolution (1/day)
	Extra Attack (Ex): extra natural attack
	Evolution Surge (Sp): gain 4 pt evolution (1 min/VI) (1/day)
	Powerful Maw +2 attack or damage to bite +50% dam
	Deadly Maw +3 attack or damage to bite, +2 size dam (2d6)

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Crocodile Hide Breastplate +1	7	6	1	25	Med	25.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
bite (Deadly Maw)	+12	3d6+15	20,x2		S		+3 attack or dam
tail	+12	1d8+10	20,x2		B		reach 5
great sword +1	+12+1	2d6+15+1	19-20/x2		S	8.0	

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 FAST 15,000 / 23,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
30			30		

INIT 1 = 1 DEX MOD + MISC MOD

HERO

SR DR

RESISTANCES

POOL POINTS 7 evolution

