Hebeloma Ng'ona Kraidyl male 6'7" 270 yellow large none RACE & LA SIZE GENDER HEIGHT WEIGH: HAII Sobek, the Raging Torrent Chaotic Neutral Nar-Voth, Darklands 11 Undercommon Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012 **HITPOINTS CLASS RECORDER** ABILITY SCORE 30 2 2 8 10 18 **STR** 67 5 Underterror 3 10 5 -2 12 1 14 DEX 20 5 4 CON 16 NONLETHAL HP DAM INT 10 0 12 -2 WIS 12 1 10 2 Underterror TOTALS 3 10 5 TOTAL HP 10 0 10 **CHA** CONDITIONS & MISCELLANEOUS TRACKING ABILITY SCORE & ★☑ ACROBATICS ◆ DEX **ATTACKS & DEFENSE** ★□ APPRAISE INT 0 BLUFF СНА 0 0 AC 1 -1 0 CLIMB • =10+ STR 10 10 1 -1 MAXIMUM **TOUCH** 6 =10+ 5 SPELL FAILURE 21 0 0 -1 25% FLAT-FOOT **-10**+ AVING THROWS ABILITY 5 6 **FORT** 1 5 4 1 REF 5 WILL BASE ATTACK BONUS MELEE 12 10 3 -1 RANGED 3 3 1 -1 **CMB** 14 3 STR 10 -1 2 2 CMD 25 B3B 0 =10+



FEATS & 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 Undershape: assume specific humanoid form (at will, indefinitely) 1/lvl Natural Armor +1 AC 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: IvI/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/lvl) (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			
Hide Breastplate +1		7	6	1	25	Med	25.0			

Crocodile I

f	* □ Craft:	INT	0		0		
╛	⋆□ DIPLOMACY	СНА	0		0		
٦	■ DISABLE DEVICE •	DEX			1		
J	∗ Disguise	СНА	0		0		
	★☑ ESCAPE ARTIST •	DEX	1		1		
	*☑ FLY •	DEX	-1		1		-2
	■ HANDLE ANIMAL	СНА			0		
ŀ	⊹□ Heal	WIS	1		1		
	*☑ INTIMIDATE	СНА	4	1	0	3	
	☑ KN: arcana	INT			0		
ŀ	KN: dungeoneering	INT	4	1	0	3	
ě	☑ KN: planes	INT			0		
	☐ Kn:	INT			0		
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	LINGUISTICS	INT			0		
ij.	* ₱ Perception	WIS	5	1	1	3	
	⋆□ Perform:	СНА	0		0		
	☐ Prof:	WIS			1		
	*□ RIDE •	DEX	1		1		
	₽ SENSE MOTIVE	wis	1		1		
	lacksquare Sleight of Hand •	DEX			1		
	■ Spellcraft	INT			0		
	* ★ STEALTH •	DEX	3	3	1	3	-4
_	★☑ SURVIVAL	wis	5	1	1	3	
_	∗ Swiм •	STR	16	3	10	3	
	■ USE MAGIC DEVICE	СНА			0		
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* SKILL CAN BE USED UNTRAINED * ARMOR CHECK PENALTY APPLIES

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SPEED		30		30			
INIT	1	=	1 M	EX +		MISC MOD	
HERO							
SR		DR					
RESISTANC	ES						

POOL POINTS evolution

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		В		reach 5
great sword +1	+12+1	2d6+15+1	19-20/x2		S	8.0	

	FEATS & SPECIAL ABILITIES								FEATS	& SPEC	IAL ABI	LITIES			
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	proved Damage (Ex) - bite +1 size category to bite			1		$\dashv \vdash$									
	agic Attacks (Su) - natural attacks are magic			1		┨┠									
	proved Natural Armor (Ex) +2 AC			1		┪┝									
	rge +8 Str +4 Con +2 Natural AC -2 Dex, -1 Size AC	:		4		┨┠									
	+1 CMB & CMD, -2 Fly -6 Stealth & 10' reach	_				┨┠									
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×	EQUIPMENT & MAGIC ITEMS	3	QTY / USES	WGT N/A	WEIGHT	r #		=	QUIPN	IENT &	MAGIC	ITEMS	QTY / USES	WGT N/A	WEIGHT
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	great sword +1	Ť				7 F									
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	BELT:														
	BODY:														
	CHEST:														
	EYES:														
	FEET:			CARRI		RRENG	D WGT N/A	STORED	9.0			SURE C	ARRIED		WEIGHT
	HANDS:	PLA	ATINUM	CARRI		CARRIE	_ #5/ N/A	STORED	#			. NEMBUKE			WEIGHT
	HEAD:	(GOLD												
н	EADBAND:	S	ILVER												
	NECK:	C	OPPER								1.0	A DC 4	LICT		
	RING:								LIGHT	MEDIUM		ADS &	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
	RING:			C	ARRI	ED WE	IGHT		533			N	1600	3200	8000
SH	OULDERS:		RMOR &	CURRENC		UIPMENT	MISC	TOTAL	0	0		MODIFIED	0	0	0
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		SPELLS PER DAY		BLOODLINES & PATRON	IS		SPELLS PER DAY		
CLASS	l	Inderterror	LEVEL 5	BLOODLINE/PATRON		CLASS		LEVE	L
SAVE DC	LEVEL	ABILITY TOTAL CLASS BONUS	SPELLS MISC KNOWN	BLOODLINE/PATRON		SAVE DC LEVEL	ABILITY TOTAL CLASS BONUS	MISC	SPELLS KNOWN
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	9th			SPECIALITY		9th]	
CLOSE: 25FT + FT / 2 LVL	35	100FT + 10FT / LVL 150	400ft + 40ft / LVL 600	FOCUSED		25 FT + 25 LVL 25	MEDIUM: 100ft + 10ft / LVL 100	LONG: 400ft + 40ft / LV	: + VL 400
	TOTAL	CLASS ABILITY OTH		PROHIBITED		10	TAL CLASS ABILITY OTH		UKKENT POINTS
SPELL POINTS	0			PROHIBITED		SPELL POINTS		∐ L	
				SPELLS					
LEVEL PR	REP USED	Hel Powers	NAM	E & DESCRIPTION	SCHOOL	DURATION	RANGE SAVE	SR	REFERENCE
1		Darkness - 20-ft. r	adius of supernati	ural shadow	Evocati	on			CRB
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