

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

Hebeloma
 PLAYER: 149" 3075 lbs 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	42	16	18	2	6	16
DEX	10	0	14			-4
CON	24	7	16			8
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			
242	227	15	Underterror	11	30	15	5	9	9	15			
NONLETHAL HP DAM													
TEMPORARY HP													
TOTAL HP			242	FAVORED CLASS	Underterror	TOTALS	11	30	15	5	9	9	15

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	25	-10+	9	0	0	-2	8			
TOUCH	8	-10+		0	-2					
FLAT-FOOT	25	-10+	9	0	0	-2	8			

ARMOR CHECK PENALTY	MAXIMUM DEX	SPELL FAILURE
0	6	25%

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	12	5	7			
REF	9	9	0			
WILL	10	9	1			

second attack @ +6 BAB
 third attack @ +1 BAB

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	25	11		16	-2	
RANGED ATTACK MODIFIER	9	11		0	-2	
CMB	29	11	STR	16	-2	4
CMD	39	-10+	4	16	-2	4

SKILLS		TOTAL	RANKS	ABILITY	TRAINED	MISC
<input checked="" type="checkbox"/> ACROBATICS	DEX	0		0		
<input type="checkbox"/> APPRAISE	INT	0		0		
<input type="checkbox"/> BLUFF	CHA	0		0		
<input checked="" type="checkbox"/> CLIMB	STR	20	1	16	3	
<input type="checkbox"/> CRAFT	INT	0		0		
<input type="checkbox"/> DIPLOMACY	CHA	0		0		
<input type="checkbox"/> DISABLE DEVICE	DEX			0		
<input checked="" type="checkbox"/> DISGUISE	CHA	0		0		
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX	4	1	0	3	
<input checked="" type="checkbox"/> FLY	DEX	-4		0		-4
<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	0		0		
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	1		1		
<input type="checkbox"/> SLEIGHT OF HAND	DEX			0		
<input type="checkbox"/> SPELLCRAFT	INT			0		
<input checked="" type="checkbox"/> STEALTH	DEX	7	12	0	3	-8
<input checked="" type="checkbox"/> SURVIVAL	WIS	5	1	1	3	
<input checked="" type="checkbox"/> SWIM	STR	31	12	16	3	
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA			0		
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
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<input type="checkbox"/>	STR					

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/lvl
 Stalker: Perception and Stealth are class skills
 troglodyte, lizardman, serpentfolk, bugbear, orc, etc.
 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: lvl/2 = 7 pool points, Cha-based
 Mutable Form (Ex): Permanently swap 3 evolution (1/day)
 Improved Evasion: Failed Reflex save, take 1/2 dam
 Extra Attack (Ex): extra natural attack (x2)
 Improved Critical - bite - doubles threat range
 Evolution Surge (Sp): gain 4 pt evolution (1 min/lvl) (3/day)
 Extra Evolution: (x5) +1 evolution pool point
 Powerful Maw +2 attack or damage to bite +50% dam
 Improved Dreadful Presence (Ex): transform into writhing mass;
 Deadly Maw +3 attack or damage to bite, +2 size dam (2d6)
 & all w/in 60' -4 fear and Will save or shaken 1 rnd/lvl
 Evolution Gift: - Give target 1 or 2 pt evolution (1 min/lvl) (1/day)

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 <input type="checkbox"/>	MEDIUM <input checked="" type="checkbox"/>	FAST <input type="checkbox"/>	635,000 / 890,000	
SPEED	BASE 30	FLY 30	SWIM	CLIMB	MISC
INIT	0	=	0	DEX MOD	+ MISC MOD
HERO					
SR					
DR					
RESISTANCES					
POOL POINTS	22	evolution			

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Crocodile Hide Breastplate +3	9	6	1	25	Med	25.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
bite (Deadly Maw)	+25	3d6+24+1d6 acid	19-20,x2		S		+3 attack or dam; poison, grab, swallow whole
tail	+25	1d8+16	20,x2		B		reach 15
great sword +3	+25+3	2d6+24+3	19-20/x2		S	8.0	

