Ng'ona Hebeloma Kraidyl 14'9" 3075 lbs yellow huge male none RACE & LA SIZE GENDER HEIGHT WEIGHT HAII EYES Sobek, the Raging Torrent 11 Chaotic Neutral Nar-Voth, Darklands Undercommon Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012 **HITPOINTS CLASS RECORDER** ARILITY SCORE 42 16 18 2 6 16 **STR** 227 15 Underterror 11 30 15 0 10 14 -4 DEX 24 7 8 CON 16 NONLETHAI INT 10 0 12 -2 12 1 10 2 WIS 11 30 15 TOTAL HP 242 Underterror **TOTALS** 0 10 10 **CHA** CONDITIONS & MISCELLANEOUS TRACKING ABILITY SCORE & ★☑ ACROBATICS ◆ DE) 0 **ATTACKS & DEFENSE** ★□ APPRAISE INT 0 BLUFF CHA 0 25 0 0 -2 8 AC =10+ **№** CLIMB STR 20 CRAFT: INT 8 0 -2 MAXIMUM **TOUCH** =10+ 6 DIPLOMACY CHA 0 ☐ DISABLE DEVICE ◆ DEX SPELL FAILURE 25 9 0 0 -2 8 25% FLAT-FOOT **-10**+ Disguise CHA 0 ESCAPE ARTIST • DEX 4 second a DEX ABILITY 7 @ +1 BAB ☐ HANDLE ANIMAL CHA 12 5 third attac **FORT** HEAL WIS 9 9 0 ∗**☑** INTIMIDATE REF CHA 4 ☑ KN: arcana INT WILL 10 9 1 ☑ KN: dungeoneering 4 ☑ KN: planes INT BASE ATTACK BONUS ☐ KN: INT MELEE 25 11 16 -2 ☐ Kn: INT ☐ KN: INT RANGED 9 11 0 -2



CMD 39 BAB 0 16 -2 4 -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 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

Positive Energy Vulnerability: +50% damage Improved Evasion: Failed Reflex save, take 1/2 dam Improved Critical - bite - doubles threat range Extra Evolution: (x5) +1 evolution pool point Improved Dreadful Presence (Ex): transform into writhing mass; & all w/in 60' -4 fear and Will save or shaken 1 rnd/lvl

CMB

29

11

STR

16

-2

4

Evasion: Reflex save for 1/2 dam takes 0 damage Hel Powers: IvI/2 = 7 pool points, Cha-based Mutable Form (Ex): Permanently swap 3 evolution (1/day) Extra Attack (Ex): extra natural attack (x2) Evolution Surge (Sp): gain 4 pt evolution (1 min/lvl) (3/day) Powerful Maw +2 attack or damage to bite +50% dam Deadly Maw +3 attack or damage to bite, +2 size dam (2d6) Evolution Gift: - Give target 1 or 2 pt evolution (1 min/lvl) (1/day)

0 0 0 16 3 0 0 0 0 0 3 0 0 1 0 0 0 3 0 0 0 0 ■ LINGUISTICS INT 0 ₽ PERCEPTION WIS 5 1 3 PERFORM: CHA 0 0 ☐ Prof: WIS 1 ∗□ Ride • DEX 0 0 SENSE MOTIVE 1 ☐ SLEIGHT OF HAND ◆ DEX 0 ☐ SPELLCRAFT 0 INT ***** ✓ STEALTH • 0 -8 DEX 12 3 ÷**₽** SURVIVAL WIS 3 ₩IM • STE 31 12 16 3 ✓ Use Magic Device СНА 0 STR STR STR STR STR STR

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EXPERIENCE 635,000 890,000 **SPEED** 30 30 MISC + INIT **HERO** SR DR RESISTANCES

POOL POINTS evolution

Crocodile Hide Breastplate +3 9 6 25 Med 25.0 WEAPON NAME & DESCRIPTION ATTACK MODIFIERS DAMAGE CRITICAL 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	В		reach 15
great sword +3	+25+3	2d6+24+3	19-20/x2	S	8.0	

FEATS & SPECIAL ABILITIES		USES/DAY					FEAT	TS & SPECIAL ABILITIES			
Evolutions:			USED	$\ \ _{Hu}$	Huge +16 Str +8 Con +5 Natural AC -4 Dex, -2 Size AC			;	uses/day	USED	
Improved Damage (Ex) - bite +1 size category to bite		1		-				Stealth & 15' reach			
Magic Attacks (Su) - natural attacks are magic		1		1 —				ack poisons foe		2	
Improved Natural Armor (Ex) +2 AC		1				,		<u>'</u>			
Large +8 Str +4 Con +2 Natural AC -2 Dex, -1 Size AC		4									
& +1 CMB & CMD, -2 Fly -4 Stealth & 10' reach				1							
Energy Attacks (Su) - bite + 1d6 acid damage		2									
Grab - after bite CMD +4 to grapple foe		2		Eid	lolon po	pison—type po	ison	(injury); save Fort negates	::		
Swallow Whole - after grab, swallow hole for bite dam + 1d6 B		3		1 —				; effect 1d4 Str damage; cure			
3,				1 —				eidolon's HD + the underterror's			
						<u> </u>					
EQUIPMENT & MAGIC ITEMS	QTY / USES	WGT N/A	WEIGHT	90		E		PMENT & MAGIC ITEMS	QTY / USES		WEIGHT
Crocodile Hide Breastplate +3	QIA / USES	WGI N/A	WEIGHT	#			"	EM	QIY / USES	WGT N/A	WEIGHT
great sword +3											
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EQUIPMENT SLOTS FOR MAGIC ITEMS				CONTAINER		BAGS & CC	JN L	VOLUME/WEIGHT LIMIT/NOT	res		WEIGHT
BELT:											
BODY:	-										
CHEST:											
EYES:											<u></u>
FEET:		CARR			RENCY CARRIED WGT N/A STORED		TREASURE CARRIE)	WEIGHT
HANDS: PLA	ATINUM	1 1			T. STOKED		Ľ				
HEAD:	GOLD										
HEADBAND:	SILVER						Г				

CARRIED WEIGHT

EQUIPMENT

LOADS & LIFT

HEAVY
LOAD

8445

LIFT ABOVE
HEAD
8445

MODIFIED LOAD

LIGHT 🗹

0

MEDIUM 🗖

LIFT OFF GROUND PUSH 16890 42225

HEAVY 🗖

0

0

LIGHT LOAD

0

CURRENT LOAD

TOTAL

33.0

MEDIUM LOAD 5630

0

COPPER

ARMOR & WEAPONS

33.0

CURRENCY

0.0

NECK:

RING:

RING:

SHOULDERS:

	SPELLS PER DAY BI			BLOODLINES & PATRONS		SPELLS PER DAY					
CLA	ss	L	nderterror LEVEL 15	BLOODLINE/PATRON		CLASS		LEVEL			
SAV	E DC I	.EVEL	ABILITY SPELLS TOTAL CLASS BONUS MISC KNOWN	BLOODLINE/PATRON		SAVE DC LEVEL	ABILITY TOTAL CLASS BONUS	MISC	SPELLS KNOWN		
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	9)th		SPECIALITY		9th					
CLOSE: 25FT + 5FT / 2 LV	60		MEDIUM: 100FT + 10FT / LVL 250 LONG: 400FT + 40FT / LVL 1,000	FOCUSED		CLOSE: 25FT + 5FT / 2 LVL 25	MEDIUM: 100FT + 10FT / LVL 100	LONG: 400FT + 40FT / LVL	400		
		TOTAL	CLASS ABILITY OTHER CURRENT POINTS	PROHIBITED		TOTAL	CLASS ARILITY OTHE		KRENT POINTS		
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				SPELLS							
LEVEL	PREP	USED	Hel Powers	& DESCRIPTION	SCHOOL	DURATION	RANGE SAVE	SR	REFERENCE		
1			Darkness - 20-ft. radius of supernatur	ral shadow	Evocation	n			CRB		
1			Bane - Enemies take –1 on attack ro	lls and saves against fear.	Enchantme	ent			CRB		
1			Command - One subject obeys selec	ted command for 1 round.	Enchantme	ent			CRB		
1			Forbid Action - Target obeys your cor	mmand to not do something.	Enchantme	ent			UM		
2				damage, 1 pt Dex dam & 1 pt Con dam & speed -10					UM		
2			Deeper Darkness - 60-ft. radius of su		Evocation				CRB		
			Fleshcurdle - Cause target's limbs to muta	ate to hamper attacks, defense, or movement.	Transmutati	IOII			ISIVI		
3			Haunting Choir - Spirits cause wracki	ng pain to listeners.	Necroman	ICV			UM		
3			Command, Greater - As command, b		Enchantme				CRB		
4			Hold Person, Mass - As hold person, I	but all within 30 ft.	Enchantme	ent			CRB		
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