



Character Information:	
Name:	Xixoghk Dramonalthian Akazure
Race:	Blue Dragon (Chromatic/Human)
Sex:	Male
Alignment:	Chaotic Neutral
Class:	Mercenary
Homeland:	Vorsyn
Eyes:	Azure
Hair	Blue Black
Weight:	200
Age:	35 Adult
Deity:	Draigrassan Tohvass
Height:	6'
Size:	Huge
Weapons:	Bastard Sword, Dagger,
Armor:	Dragon Scale/ Scale Mail
Garb:	Merc Uniform, Travelers Cloak,
Breath Weapon:	12d8 Line of Lightning
	100 ft. 50 ft.
Frightful Presence DC: 23	

Size	Space/Reach*	1 Bite	2 Claws	2 Wings	1 Tail Slap	1Crush
Huge	15 ft./10 ft. (15 ft. with bite)	2d8	2d6	1d8	2d6	2d8

Combat

A dragon attacks with its powerful claws and bite, and can also use a **breath weapon** and special physical attacks, depending on its size. It prefers to fight on the wing, staying out of reach until it has worn down the enemy with **ranged attacks**. Older, more intelligent dragons are adept at sizing up the opposition and eliminating the most dangerous foes first (or avoiding them while picking off weaker enemies).

Bite: Bite attacks deal the indicated damage plus the dragon's **Strength** bonus. A dragon also can use its bite to snatch opponents if it has the **Snatch feat**.

Claw: Claw attacks deal the indicated damage plus 1/2 the dragon's **Strength** bonus (**round** down). The dragon also can use its claws to snatch opponents if it has the **Snatch feat**. Claw attacks are secondary attacks, requiring a –5 penalty on the **attack roll**. (Many dragons choose the **Multi attack feat** to lessen this penalty to –2).

Wing: The dragon can slam opponents with its wings, even when flying. Wing attacks deal the indicated damage plus 1/2 the dragon's **Strength** bonus (**round** down) and are treated as secondary attacks.

Tail Slap: The dragon can slap one opponent each **round** with its tail. A tail slap deals the indicated damage plus 1-1/2 times the dragon's **Strength** bonus (**round** down) and is treated as a secondary attack.

Crush (Ex): This special attack allows a flying or jumping dragon of at least Huge size to land on opponents as a **standard action**, using its whole body to crush them. Crush attacks are effective only against opponents three or more **size categories** smaller than the dragon (though it can attempt normal overrun or **grapple** attacks against larger opponents). A crush attack affects as many creatures as can fit under the dragon's body. Creatures in the affected area must succeed on a **Reflex save** (DC equal to that of the dragon's **breath weapon**) or be **pinned**, automatically taking bludgeoning damage during the next **round** unless the dragon moves off them. If the dragon chooses to maintain the pin, treat it as a normal **grapple attack**. **Pinned** opponents take damage from the crush each **round** if they don't escape. A crush attack deals the indicated damage plus 1-1/2 times the dragon's **Strength** bonus (**round** down).

Tail Sweep (Ex): This special attack allows a dragon of at least Gargantuan size to sweep with its tail as a **standard action**. The sweep affects a half-circle with a radius of 30 feet (or 40 feet for a Colossal dragon), extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more **size categories** smaller than the dragon. A tail sweep automatically deals the indicated damage plus 1-1/2 times the dragon's **Strength** bonus (**round** down). Affected creatures can attempt **Reflex saves** to take half damage (DC equal to that of the dragon's **breath weapon**

Characteristics:				
Level	5		Hit Points	21d12 +105 +d10 321
Strength	27	8	Armor Class	17 28
Dexterity	10	-	Fortitude	27
Constitution	22	6	Reflex	16
Intelligence	16	3	Will	20
Wisdom	17	3	Initiative	0
Charisma	16	3	Melee Attack	13 27
Comeliness	15	2	Ranged Attack	5
Curiosity	8	-1	Unarmed Attack	13 +21/+37
Zero Level Spells	6		First Level Spells	6 1
Second Level Spells	4	1	Third Level Spells	
Fourth Level Spells			Fifth Level Spells	
Sixth Level Spells			Seventh Level Spells	
Eighth Level Spells			Ninth Level Spells	

*Can also cast cleric spells and those from the Air, Evil, and Law domains as arcane spells.

Spell-Like Abilities: A dragon's **spell-like abilities** depend on its age and variety. It gains the abilities indicated for its age plus all previous ones. Its age category or its **sorcerer caster level**, whichever is higher, is the **caster level** for these abilities. The save **DC** is 10 + dragon's **Cha** modifier + **spell level**. All **spell-like abilities** are usable once per day unless otherwise noted.

Other Spell-Like Abilities: 3/day—**ventriloquism** (adult or older); 1/day—**hallucinatory terrain** (old or older), **veil** (ancient or older), **mirage arcana** (great wyrm).

Create /Destroy Water (Sp): A blue dragon of any age can use this ability three times per day. It works like the **create water** spell, except that the dragon can decide to destroy water instead of creating it, which automatically spoils unattended liquids containing water. Magic items (such as potions) and items in a creature's possession must succeed on a **Will save** (DC equal to that of the dragon's **frightful presence**) or be ruined. This ability is the equivalent of a 1st-level spell.

Immunities (Ex): All dragons have immunity to **sleep** and **paralysis** effects. Each variety of dragon has immunity to one or two additional forms of attack no matter what its age, as given in its description.

Sound Imitation (Ex): A juvenile or older blue dragon can mimic any voice or sound it has heard, anytime it likes. **Listeners** must succeed on a **Will save** (DC equal to that of the dragon's **frightful presence**) to detect the ruse.

Damage Reduction (Su): Young adult and older dragons have **damage reduction**. Their **natural weapons** are treated as magic weapons for the purpose of overcoming **damage reduction**.

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Adult	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	28 (–2 size, +20 natural), touch 8, flat-footed 28	Ventriloquism	5th	21

Frightful Presence (Ex): A young adult or older dragon can unsettle foes with its mere presence. The ability takes effect automatically whenever the dragon attacks, **charges**, or flies overhead. Creatures within a radius of 30 feet x the dragon's age category are subject to the effect if they have fewer **HD** than the dragon. A potentially affected creature that succeeds on a **Will save** (DC 10 + 1/2 dragon's **HD** + dragon's **Cha** modifier) remains immune to that dragon's **frightful presence** for 24 hours. On a failure, creatures with 4 or less **HD** become **panicked** for 4d6 rounds and those with 5 or more **HD** become **shaken** for 4d6 rounds. Dragons ignore the **frightful presence** of other dragons.

<i>Feats:</i> All dragons have one <i>feat</i>, plus additional <i>feats</i> based on <i>Hit Dice</i> just like any other creature. Dragons favor <i>Alertness</i>, <i>Blind Fight</i>, <i>Cleave</i>, <i>Flyby Attack</i>, <i>Hover</i>, <i>Improved Initiative</i>, <i>Improved Sunder</i>, <i>Power Attack</i>, <i>Snatch</i>, <i>Weapon Focus</i> (claw or bite), <i>Wingover</i>, and any metamagic <i>feat</i> that is available and useful to <i>sorcerers</i> 10 Uncanny Dodge Endurance,			Abilities:					
			Keen Senses (Ex): A dragon se					
			es four times as well a human in shadowy illumination and twice as well in normal light.					
			dark vision out to 120 feet					
			Blind sense (Ex): Dragons can pinpoint creatures within a distance of 60 feet. Opponents the dragon can't actually see still have <i>total concealment</i> against the dragon.					
			Spell Resistance (Ex): As dragons age, they become more resistant to <i>spells</i> and <i>spell-like abilities</i> , as indicated in the variety descriptions.					
			Dead Men Are Poor Men					
			Veteran Warrior					
			Evasion					
			Battle Tempered					