

Antalia
 CHARACTER
 Darakhul (originally elven) Medium Female
 RACE & LA SIZE GENDER
 25 Lawful Neutral The Eternal Emperor
 AGE ALIGNMENT DEITY
 LANGUAGES: Common, Elven, Necril, Sylvan, Infernal

Hebeloma
 PLAYER
 5' 8" 90 lbs Red White Fair
 HEIGHT WEIGHT HAIR EYES SKIN
 Changdo, Po Li
 HOMETOWN & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	10	0	10			
DEX	14	2	12	2		
CON	10	0	10			
INT	16	3	16			
WIS	14	2	14			
CHA	22	6	18	2	2	

HITPOINTS			CLASS RECORDER												
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS					
64	59	5	Divine Numerologist (Oracle)	3	35	5	1	1	4	5					
TOTAL HP			64	FAVORED CLASS		Oracle	TOTALS		3	35	5	1	1	4	5

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	16	-10+	3	0	2		1			
TOUCH	12	-10+			2					
FLAT-FOOT	14	-10+	3	0	0		1			

SKILLS RANKS TOTAL 35

	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS	DEX	1		2	
* APPRAISE	INT	3		3	
* BLUFF	CHA	6		6	
* CLIMB	STR	-1		0	
* CRAFT: (prophecy)	INT	7	1	3	3
* DIPLOMACY	CHA	10	1	6	3
* DISABLE DEVICE	DEX			2	
* DISGUISE	CHA	6		6	
* ESCAPE ARTIST	DEX	1		2	
* FLY	DEX	1		2	
* HANDLE ANIMAL	CHA			6	
* HEAL	WIS	6	1	2	3
* INTIMIDATE	CHA	6		6	
* KN: history	INT	11	5	3	3
* KN: planes	INT	11	5	3	3
* KN: religion	INT	11	5	3	3
* KN: arcana	INT	11	5	3	3
* KN:	INT			3	
* KN:	INT			3	
* LINGUISTICS	INT			3	
* PERCEPTION	WIS	2		2	
* PERFORM	CHA	6		6	
* PROF: Mathematician	WIS	10	5	2	3
* RIDE	DEX	1		2	
* SENSE MOTIVE	WIS	6	1	2	3
* SLEIGHT OF HAND	DEX			2	
* SPELLCRAFT	INT	11	5	3	3
* STEALTH	DEX	5	1	2	3
* SURVIVAL	WIS	2		2	
* SWIM	STR	-1		0	
* USE MAGIC DEVICE	CHA			6	
* STR	STR				
* STR	STR				
* STR	STR				
* STR	STR				
* STR	STR				

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	1	1	0			
REF	3	1	2			
WILL	6	4	2			



ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	3	3		0		
RANGED	5	3		2		
CMB	9	3	CHA	6		
CMD	15	-10+	B3B	0	2	

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

Race: Darkakhul (humanoid; undead) (KP:ARC 32) Class: Oracle HD: d8; Skills 4 + Int Mod (APG)
 No Con score. Use Charisma for HP & Fort Saves Weapon Prof: All Simple + Elven: longbows, longswords, rapiers, shortbows
 Darkvision 90 feet Armor Prof: light armor, medium armor & shields
 Immunity to all mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, and stunning. Archetype: Divine Numerologist (Disciple's Doctrine 17)
 Immune to nonlethal damage, ability drain, & energy drain. Mystery: Dark Tapestry (UM)
 Immediately destroyed at 0 HP Oracle's Curse: Ghoul (Curse of Corruption) Must eat flesh every 12 hours
 Immune to raise dead & reincarnate. Elf flesh gives +1 to all saves for 24 hours.
 Undead do not breathe, eat, or sleep. Calculate Odds: Add Cha Mod to next d20 roll (1/day)
 Bite Attack: primary natural attack, 1d6 damage Brain Drain (Su): Mind Attack 1d4 dam/lvl +detect thoughts (2/day)
 Channel Resistance: +2 save vs channel positive energy
 Hunger: Each day, a darakhul must eat a small meal of fresh or rotting meat
 Light Blindness: blinded 1 rnd in bright light; then dazzled Paralytic Tongue: Bite attack paralyzes Cha Mod rnds
 Improved Darkvision: +30' (Fort DC: 10+lvl/2+ChaMod)
 Among the Living: +4 Bluff, Diplomacy & Disguise to hide undead

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 30
 INIT 2 = 2 DEX MOD + MISC MOD
 HERO
 SR DR
 RESISTANCES
 POOL POINTS

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ghoulhide armor +1	3	5	-1	15	Lt	20.0

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
dagger +1 (melee)	+3+1	1d4+1	19-20,x2		S	1.0	
dagger +1 (thrown)	+5+1	1d4+1	19-20,x2	10	P		
longbow +1	+5+1	1d8+1	20,x3	100	P	3.0	
bite	+3	1d6	20,x2		P		

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS			
#	ITEM	QTY / USES	WGT N/A WEIGHT
	daggers +1		
	longbow+1		
	quiver w/ 20 arrows		
	ghoulhide armor +1 (+3 AC +1 natural AC)		

EQUIPMENT & MAGIC ITEMS			
#	ITEM	QTY / USES	WGT N/A WEIGHT
	Ghoul Stone - ball of ghoulish flesh		
	- ranged touch attack, ball explodes in slime		
	- DC 13 Fort save or be sickened; others w/in 5' also sickened		

WORN MAGIC ITEM EQUIPMENT
EQUIPMENT SLOTS FOR MAGIC ITEMS
BELT:
BODY:
CHEST:
EYES:
FEET:
HANDS:
HEAD:
HEADBAND:
NECK:
RING:
RING:
SHOULDERS:
WRIST:

BAGS & CONTAINERS			
#	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY			
	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD			
SILVER			
COPPER			

TREASURE CARRIED		
#	TREASURE	WEIGHT

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
24.0	0.0	0.0		24.0

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	MODIFIED LOAD	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
33	67	100	N	100	200	500
0	0		0	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/>		MEDIUM <input type="checkbox"/>	HEAVY <input type="checkbox"/>	

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SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
<input type="text" value="16"/>	<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="6"/>
<input type="text" value="17"/>	<input type="text" value="1st"/>	<input type="text" value="8"/>	<input type="text" value="6"/>	<input type="text" value="2"/>	<input type="text"/>	<input type="text" value="4+1"/>
<input type="text" value="18"/>	<input type="text" value="2nd"/>	<input type="text" value="6"/>	<input type="text" value="4"/>	<input type="text" value="2"/>	<input type="text"/>	<input type="text" value="2+1"/>
<input type="text"/>	<input type="text" value="3rd"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="4th"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="5th"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="6th"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="7th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="8th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="9th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CLOSE: 25FT + 5FT / 2 LVL MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

BLOODLINES & PATRONS

BLOODLINE/PATRON
BLOODLINE/PATRON

DOMAINS

DOMAIN
SUBDOMAIN
DOMAIN
SUBDOMAIN
DOMAIN
SUBDOMAIN

WIZARD SPECIALITY SCHOOL

SPECIALITY
FOCUSED
PROHIBITED
PROHIBITED

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
<input type="text"/>	<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="1st"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="2nd"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="3rd"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="4th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="5th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="6th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="7th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="8th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="9th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CLOSE: 25FT + 5FT / 2 LVL MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Detect Magic - Detects spells and magic items within 60 ft.	Divination					
0			Read Magic - Read scrolls and spellbooks.	Divination					
0			Create Water - Creates 2 gallons/level of pure water.	Conjuration					
0			Spark - Ignites flammable objects.	Evocation					
0			Mending - Makes minor repairs on an object.	Transmutation					
0			Guidance - Touched creature gains +1 on one attack roll, saving throw, or skill check.	Abjuration					
1			Comprehend Languages - You understand all spoken and written languages.	Divination					
1			Summon Monster I - Summons extraplanar creature to fight for you.	Conjuration					
1			Entropic Shield - Ranged attacks against you have 20% miss chance.	Abjuration					
1			Sanctuary - Opponents can't attack you, and you can't attack.	Abjuration					
1			Cure Light Wounds - Cures 1d8 damage + 1/level (max +5).	Conjuration					
2			Dust of Twilight - Black particles extinguish light sources within area.	Conjuration					
2			Augury - Learns whether an action will be good or bad.	Divination					
2			Silence - Negates sound in 20-ft. radius.	Illusion					