

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

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



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	24	7	18	2	4	

HITPOINTS				CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
132	122	10	Divine Numerologist (Oracle)	7	70	10	3	3	7	10	
TOTAL HP				132	FAVORED CLASS		Oracle	TOTALS		7 70 10 3 3 7 10	

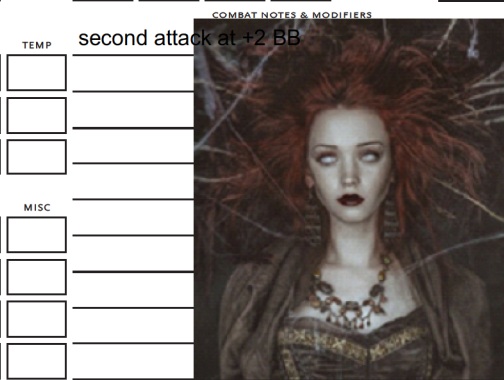
ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	17	-10+	4	0	2		1			
TOUCH	12	-10+			2					
FLAT-FOOT	15	-10+	4	0	0		1			

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	3	3	0			
REF	5	3	2			
WILL	9	7	2			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	7	7		0		
RANGED	9	7		2		
CMB	14	7	CHA	7		
CMD	19	-10+	B7B	DODGE & DEFLECT	STA & DEX	



SKILLS					RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS	DEX 1		2		
* APPRAISE	INT 3		3		
* BLUFF	CHA 8	1	7		
* CLIMB	STR -1		0		
* CRAFT: (prophecy)	INT 8	2	3	3	
* DIPLOMACY	CHA 11	1	7	3	
* DISABLE DEVICE	DEX		2		
* DISGUISE	CHA 11	1	7	3	
* ESCAPE ARTIST	DEX 1		2		
* FLY	DEX 1		2		
* HANDLE ANIMAL	CHA		7		
* HEAL	WIS 6	1	2	3	
* INTIMIDATE	CHA 7		7		
* KN: history	INT 16	10	3	3	
* KN: planes	INT 16	10	3	3	
* KN: religion	INT 16	10	3	3	
* KN: arcana	INT 16	10	3	3	
* KN:	INT		3		
* KN:	INT		3		
* LINGUISTICS	INT		3		
* PERCEPTION	WIS 2		2		
* PERFORM:	CHA 8	1	7		
* PROF: Mathematician	WIS 15	10	2	3	
* RIDE	DEX 1		2		
* SENSE MOTIVE	WIS 6	1	2	3	
* SLEIGHT OF HAND	DEX		2		
* SPELLCRAFT	INT 16	10	3	3	
* STEALTH	DEX 5	1	2	3	
* SURVIVAL	WIS 2		2		
* SWIM	STR -1		0		
* USE MAGIC DEVICE	CHA 8	1	7		
* STR					
* STR					
* STR					
* STR					
* STR					
* STR					

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	Program the Divine Algorithm (Su): Take die average (1/day)
Hunger: Each day, a darakhul must eat a small meal of fresh or rotting meat	Dayworn - Sickened 1 rnd in bright light, then not dazzled
Light Blindness: blinded 1 rnd in bright light; then dazzled	Spitblade - Apply paralytic spit to weapon
	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 105,000 / 155,000

	BASE	FLY	SWIM	CLIMB	MISC
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
ARMOR ghoultide armor +2	4	5	-1	15	Lt	20.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
dagger +2 (melee)	+7+2	1d4+2	19-20,x2		S	1.0	
dagger +2 (thrown)	+9+2	1d4+2	19-20,x2	10	P		
longbow +2	+9+2	1d8+2	20,x3	100	P	3.0	
bite	+7	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 +2			
	longbow+2			
	quiver w/ 20 arrows			
	ghoulhide armor +2 (+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		LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
33	67	100	N	100	200	500
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/>		MEDIUM <input type="checkbox"/>	HEAVY <input type="checkbox"/>	

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
17	0					9
18	1st	8	6	2		5+1
19	2nd	8	6	2		4+1
20	3rd	8	6	2		3+1
21	4th	6	5	1		2+1
22	5th	4	3	1		1+1
	6th			1		
	7th			1		
	8th					
	9th					

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

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
0				

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
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

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

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
0				

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					
0			Bleed - Cause a stabilized creature to resume dying.	Necromancy					
0			Stabilize - Cause a dying creature to stabilize.	Conjuration					
0			Virtue - Touched creature gains 1 temporary hp.	Transmutation					
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					
1			Doom - One subject takes -2 on attack rolls, damage rolls, saves, and checks.	Necromancy					
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					
2			Cure Moderate Wounds - Cures 2d8 damage + 1/level (max +10).	Conjuration					
2			Restoration, Lesser - Dispels magical ability penalty or repairs 1d4 ability damage.	Conjuration					
3			Tongues - Speak and understand any language.	Divination					
3			Bestow Curse -6 ability score; -4 attack, saves, and checks; or 50% chance of losing each action.	Necromancy					
3			Cure Serious Wounds - Cures 3d8 damage + 1/level (max +15).	Conjuration					
3			Dispел Magic - Cancels one magical spell or effect.	Abjuration					
4			Black Tentacles -Tentacles grapple all creatures within a 20-ft. spread.	Conjuration					
4			Neutralize Poison - Immunizes subject against poison, detoxifies venom in or on subject.	Conjuration					
4			Divination - Provides useful advice for specific proposed actions.	Divination					
5			Feeblemind - Subject's Int and Cha drop to 1.	Enchantment					
5			Raise Dead - Restores life to subject who died as long as one day/level ago.	Conjuration					