

Mafupa
 CHARACTER: **Dødelig** small female
 RACE & LA: **20** Lawful Neutral Erecura, Queen of Dis
 AGE: **20** ALIGNMENT: **Lawful Neutral** DEITY: **Erecura, Queen of Dis**
 LANGUAGES: **Common, Undercommon, Drow, Sylvan, Necril, Terran**

Hebeloma
 PLAYER: **2'11"** **20 lbs** **black** **black** **none**
 HEIGHT: **2'11"** WEIGHT: **20 lbs** HAIR: **black** EYES: **black** SKIN: **none**
 HOMELAND & BACKGROUND OCCUPATION: **Orv, Darklands**



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	10	0	12	-2		
DEX	16	3	14	2		
CON	16	3	16			
INT	18	4	18			
WIS	12	1	10	2		
CHA	16	3	16			

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
14	13	1	Underterror	0	6	1	0	2	2	1
NONLETHAL HP DAM										
TEMPORARY HP										
TOTAL HP	14	FAVORED CLASS	Underterror	TOTALS	0	6	1	0	2	2

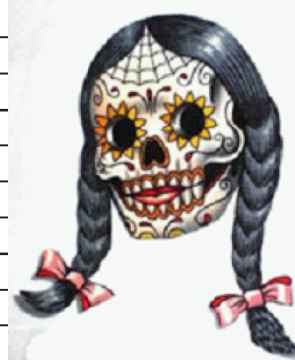
ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	17	-10+	3	0	3	1				
TOUCH	14	-10+			3	1				
FLAT-FOOT	14	-10+	3	0	0	1				

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	3	0	3			
REF	5	2	3			
WILL	3	2	1			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	1	0		0	1	
RANGED	4	0		3	1	
CMB	3	0	INT	4	1	-2
CMD	12	-10+	BOB	0	3	-2



SKILLS						RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC	6
<input checked="" type="checkbox"/> ACROBATICS	DEX 3			3		
<input checked="" type="checkbox"/> APPRAISE	INT 4			4		
<input checked="" type="checkbox"/> BLUFF	CHA 3			3		
<input checked="" type="checkbox"/> CLIMB	STR 0			0		
<input checked="" type="checkbox"/> CRAFT	INT 4			4		
<input checked="" type="checkbox"/> DIPLOMACY	CHA 3			3		
<input type="checkbox"/> DISABLE DEVICE	DEX			3		
<input checked="" type="checkbox"/> DISGUISE	CHA 3			3		
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX 3			3		
<input checked="" type="checkbox"/> FLY	DEX 3			3		
<input type="checkbox"/> HANDLE ANIMAL	CHA			3		
<input type="checkbox"/> HEAL	WIS 1			1		
<input checked="" type="checkbox"/> INTIMIDATE	CHA 3			3		
<input checked="" type="checkbox"/> KN: arcana	INT 8	1	4	3		
<input checked="" type="checkbox"/> KN: dungeoneering	INT 8	1	4	3		
<input checked="" type="checkbox"/> KN: planes	INT 8	1	4	3		
<input type="checkbox"/> KN:	INT			4		
<input type="checkbox"/> KN:	INT			4		
<input type="checkbox"/> KN:	INT			4		
<input type="checkbox"/> LINGUISTICS	INT			4		
<input checked="" type="checkbox"/> PERCEPTION	WIS 5	1	1	3		
<input type="checkbox"/> PERFORM	CHA 3			3		
<input type="checkbox"/> PROF:	WIS			1		
<input type="checkbox"/> RIDE	DEX 3			3		
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS 5	1	1	3		
<input type="checkbox"/> SLEIGHT OF HAND	DEX			3		
<input type="checkbox"/> SPELLCRAFT	INT			4		
<input checked="" type="checkbox"/> STEALTH	DEX 11	1	3	3	4	
<input checked="" type="checkbox"/> SURVIVAL	WIS 1			1		
<input checked="" type="checkbox"/> SWIM	STR 0			0		
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA			3		
<input type="checkbox"/>	STR					
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FEATS & FEATURES
 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: **Dødelig - humanoid (halfling) (AAW:URC 36)** Class: **Underterror HD: d10; skills 2 + Int Mod(AAW:URC 120)**
 Small **+1 AC & attack, -1 CMB & CMD; +4 stealth** Weapon Prof: **All Simple + axes, hammer & picks**
 Not quite undead: **Immune to bleed damage, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, exhaustion, fatigue, energy drain, & damage to any physical ability scores, and any effect that requires a Fortitude save** Armor Prof: **Light & Medium Armor & shields**
 Harmed by positive energy and healed by negative energy Darkvision **+10/odd level** Undershape: **assume specific humanoid form (at will, indefinitely) 1/VI**
 Darkvision **60'**; Light Blindness: **blinded 1 rnd then dazzled** Svirfneblin
 Skeletal Damage Reduction **5/piercing & slashing**
 Stonecunning: **+2 perception related to stone**
 Stone Body: **Damaged by spells that target stone**
 Vulnerability to Sunlight: **1 Cha dam/hr in sunlight**
 No Con score; **Con=Cha; No raise dead**
 Dark and Light: **healed by positive, harmed by negative energy (1/day)**
 Sharp Hands: **2 claw attacks**

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
armor belt of bone armor +3 (DR 5/piercing or slashing; 100 hp max/day)	3				Lt	2.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
stone dagger	+1	1d4+1	19-20,x2		S		
sling w/ obsidian bullets	+3	1d3+2	20,x2	50	B		
claws (x2)	+1	1d4+1	20,x2		S		

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 **0** / **2,000**
 SLOW MEDIUM FAST

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	30				
INIT	3	=	3	DEX MOD	+
HERO					
SR					
DR					
RESISTANCES	piercing & slashing 5; electricity 5				
POOL POINTS	evolution				

