Mafupa Hebeloma 2'11" Dødelig small female 20 lbs black black none SIZE GENDER

Erecura, Queen of Dis HEIGHT WEIGHT
Orv, Darklands EYES SKIN RACE & LA HAIR



20 Lawful Neutral Erecura, Queen of Dis	Orv, Darklands						4	ROL							
LANGUAGES: Common, Undercommon, Drow, Sylvan, New	HOMELAND & BACKGRO	UND OCCUPATION	ON				Original	oy Neceros. I							
											uswyan	oo.com.	version	1.0.2012	
	MP CURRENT	POINT	HP GAINED	HD		CLA	SS NAME	SS REC	BAB		FC HPS	FORT	REF	WILL	LEVELS
STR 10 0 12 -2	$=$ \mid \sim	_	57	5		Und	erterror		3	32	5	1	4	4	5
DEX 16 3 14 2	_ 62	/													
CON 16 3 16		_													
INT 20 5 18 2	NONLETHAL HP DAM														
	TEMPORARY HP														
wis 12 1 10 2	⊒	OTAL HP	62	FAVORE CLASS		Underte	rror T (OTALS	3	32	5	1	4	4	5
CHA 16 3 16		CONDITIONS &	MISCELLANEOUS T	•						SKILI	S			RANKS	32
ABILITY SCORE & RACIAL NOTES							★☑ ACROBATICS		DI	тот	AL RA	NKS AI	3	RAINED	MISC
	KS & DEFENSE						*□ Appraise			NT 5	_		5		
40 40 0	1 DODGE NATURAL	DEFLECT	MISC TEMP	ARM	OR CHECK	0	* □ ВLUFF * ☑ CLIMB •		CH	1A 3	_	1	3	3	
	<u></u>		_ _]	PENALTY MAXIMUM		*■ CLIMB •		11	_	_	<u>' </u>	5	3	
TOUCH 14 =10+	<u>1</u>			<u> </u>	DEX		* DIPLOMACY		CH	_			3		
FLAT-FOOT 15 =10+ 4 0 0	1				SPELL FAILURE	0%	□ DISABLE DEV *☑ DISGUISE	VICE +	CH	_		1	3	3	
		C	OMBAT NOTES & MC	DIFIERS			ESCAPE ARTI	ST •	DI	EX 7	\pm	1	3	3	
	MISC TEMP			A	E)		FLY ◆ ☐ HANDLE AN	IMAI	DI CH	_	+	1	3	3	
FORT 4 1 3	_		1	田	16		HEAL			ris 1			1		
REF 7 4 3			90	MG	4		INTIMIDATE		CH	_	_	1	3	3	
WILL 5 4 1				B	100 m	100	✓ KN: arcana ✓ KN: dungeor	neering	11	NT 13	_	5	5	3	
			1		17	200	☑ KN: planes			νт 9		1	5	3	
MELEE 4 3	1 MISC	-					☐ Kn:		11	NT NT	+	+	5		
ATTACK MODIFIER				226		M	☐ Kn:		11	_	士	士	5		
RANGED 7 3 3	1_						☐ LINGUISTICS		11 W	ris 9	+	_	5	2	
CMB 7 3 INT 5	1 -2	1			1		PERFORM:		CH		_	5	3	3	
CMD 15 =10+ B3B DOTO E & STA	1 -2					202	☐ Prof:		w	_	\perp	\perp	1		=
							.:□ RIDE + .:•■ Sense Moti	IVF	DI W	_	_	5	3	3	
	& FEATURES						☐ SLEIGHT OF	HAND +	DI	_			3		
Race: Dødelig - humanoid (halfling) (AAW:URC 3	raits, feats, and character fe 6) Class: Underter		0: skills 2 + In	t Mod(AAW:UF	RC 120)	■ Spellcraft *☑ Stealth •			NT 6	_	5	5	3	4
Small +1 AC & attack, -1 CMB & CMD; +4 stealth	<u> </u>	Weapon Prof: All Simple + axes, hammer & picks					*☑ SURVIVAL			15 5	_	1	1	3	-4
Not quite undead: Immune to bleed damage, death effects, disease, paralysis, po	<u></u>	Armor Prof: Light & Medium Armor & shields						Device		TR 4	_	1	0	3	
sleep effects, stunning, nonlethal damage, ability drain, exhaustion, fatigue, energy of		Darkvision +10/odd level							C⊦ STR	1A 7	+	1	3	3	
		<u> </u>						;	STR	\blacksquare	\perp	\perp			
& damage to any physical ability scores, and any effect that requires a Fortitude						lely) I/IVI			STR STR	\vdash	+	+			
Harmed by positive energy and healed by negative ene									STR						
Darkvision 60'; Light Blindness: blinded 1 rnd then dazz							MARK A TO SHO		STR		WITT	ANKCC	(N. 4.1.2	TDAINE	BOATTIC
Skeletal Damage Reduction 5/piercing & slashing			•	•			* SKILL C	CAN BE USED	UNTRAII	NED +	ARMOR	ANKS GA	ENALTY	APPLIES	BUNUS.
Stonecunning: +2 perception related to stone	Mutable Form	(Ex): Perm	nanently swa	ap 1 ev	olution/	(1/day)	EXPER		. L	15	5,000	/	2	23,000)
Stone Body: Damaged by spells that target stone	Extra Attack ((Ex): extr	a natural a	ttack					— 1	BASE	FLY	sw	тм г	CLIMB	міѕс
Vulnerability to Sunlight: 1 Cha dam/hr in sunli	ht Evolution Surge	e (Sp): gai	n 4 pt evolut	ion (1	min/lvl)	(1/day)	SPEED		ᆜᆜ	30	<u></u>				
No Con score; Con=Cha; No raise dead	Extra Evolution	on (x2) +	1 evolution	point			INIT	3		=	3	MOD .	+		MISC MOD
Dark and Light: healed by positive, harmed by negative energy (1/e	lay)						HERO								
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		SR RESISTANO	_			obin:	. E	loctr!	oit. F	一					
) ၁, e	iectri	uity 5	
ARMOR & WEAPONS ARMOR NAME & DESCRIPTION AC BONUS MAX DEX PENALTY SPELL FAIL TYPE WEIGHT							POOL POIN	STI	9	evolu	tion				
ARMOR belt of bone armor +4 (DR 5/piercing or slashin		4			Lt	2.0									
SHIELD													\neg		
WEAPON NAME & DESCRIPTION	ATTACK MODIEIERS	ATTACK MODIFIERS DAMAGE CRITIC						RITICAL RANGE TYPE WEIGHT AMMO & NOTES							
stone dagger	+4							s	1011				2.1011		\Box

stone dagger	+4	1d4+1	19-20,x2		S	
sling +1 w/ obsidian bullets	+7+1	1d3+2+1	20,x2	50	В	
claws (x2)	+4	1d4+1+1d6 fire	20,x2		S	

	FEATS & SPECIAL ABILITIES							EATS	& SPECI	AI ADII	ITIES			
Εν	POLITIONS:		USES/DAY	USED				NAI	ME SPECI	AL ABIL	.IIIES		USES/DAY	USED
	asic Magic (Sp): Mage Hand (1/day)		1		╁┝╴									-
	esistance (Ex): Electricity 5		1		╁┝									_
	agic Attacks (Su): Natural attacks are magic		1		╁┝╴									_
	nergy Attacks (Su) - Natural attacks are fire		2		┨┝									
	pell Resistance 11 + Ivl		4		╁┝									
9	reli Nesistance II - IVI		+ +		┨┝									
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	EQUIPMENT & MAGIC ITEMS	3					E	QUIPN	IENT & I	MAGIC	ITEMS			
Ħ	stone dagger	QTY / USES	WGT N/A	WEIGHT	#			ITEM				QTY / USES	WGT N/A	WEIGHT
	sling +1				1 🗀									
	obsidian bullets (+2 damage)	20			1 🗀									
	belt of bone armor +4 (DR 5/piercing or slashing; 100 hp max/day	+			╁┝									
	Solitor solito almo. Trigorosing of stateming, 100 hp marcas,	'			╁┝╴									
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	WORN MAGIC ITEM EQUIPMENT						BAGS & CO	NTAI	NERS					
	EQUIPMENT SLOTS FOR MAGIC ITEMS	*			CONTAINE	ER			VO	LUME/WEIGH	IT LIMIT/NOT	ES		WEIGHT
	BELT:													
	BODY:													
	CHEST:													
	EYES:			CHD	RENC	·v				TDEAG	TUDE C	ARRIED		
	FEET:		CARRIE			WGT N/A	STORED	#			REASURE	AKKIED		WEIGHT
	HANDS:	PLATINUM						\vdash						
	HEAD:	GOLD						\vdash						<u> </u>
н	EADBAND:	SILVER												
	NECK:	COPPER									ADS &			
	RING:							LIGHT	LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	GROUND	PUSH
	RING:	ARMOR &			D WE		TOTAL	33	67	100		100	200	500
SH	OULDERS:	WEAPONS	CURRENCY	EQUI	IPMENT	MISC	TOTAL	0	0		MODIFIED LOAD	0	0	0
_	WRIST:	2.0	0.0	0	0.0		2.0	CURRE	NT LOAD	LIGHT	И м	EDIUM 🗖	HEA	vy 🗆
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		SPELLS PER DAY		BLOODLINES & PATRONS			SPELLS PER DAY		
CLASS	ι	Inderterror	LEVEL 5	BLOODLINE/PATRON		CLASS		LEVEL	-
SAVE DO	LEVEL	ABILITY TOTAL CLASS BONUS	SPELLS MISC KNOWN	BLOODLINE/PATRON		SAVE DC LEVEL	ABILITY TOTAL CLASS BONUS	MISC	SPELLS KNOWN
SAVE DO] 。	TOTAL CLASS BONGS	MISC			o	TOTAL CLASS BONGS	MISC	I NOWN
14	ıst			DOMAINS		1st			
	2nd			DOMAIN		2nd		i –	
	=			SUBDOMAIN			_	il——	
	3rd			DOMAIN		3rd	_		
	4th			SUBDOMAIN		4th			
	5th					5th			
	6th			DOMAIN		6th			
	7th			SUBDOMAIN		7th			
	8th			WIZARD SPECIALITY SCHOOL		8th	$\overline{}$		
	9th			SPECIALITY		9th			
CLOSE:		MEDIUM:	LONG:	FOCUSED			MEDIUM:	LONG:	
CLOSE: 25FT + SFT / 2 LVL	35	100FT + 10FT / LVL 150	LONG: 400FT + 40FT / LVL 600	PROHIBITED		CLOSE: 25FT + 5FT / 2 LVL 25	100FT + 10FT / LVL 100	long: 400ft + 40ft / lvl	
SPELL POINTS	TOTAL 0	CTW22 WRITILL OLH	ER CURRENT POINTS	PROHIBITED		SPELL 0	Crass ARILITY OTH	ER CUR	RRENT POINTS
POINTS	-	_ (POINTS	<u> </u>		
LEVEL P	REP USED		NAM	SPELLS ME & DESCRIPTION	SCHOOL	DURATION	RANGE SAVE	SR	REFERENCE
		Hel Powers							
								\perp	
1		Darkness - 20-ft. ra	adius of supernat	tural shadow	Evocatio	n			CRB
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