

**Mafupa**  
 CHARACTER  
**Dødelig** small female  
 RACE & LA SIZE GENDER  
 20 Lawful Neutral Erecura, Queen of Dis  
 AGE ALIGNMENT DEITY  
 Hebeloma  
 PLAYER  
 2'11" 20 lbs black black none  
 HEIGHT WEIGHT HAIR EYES SKIN  
 Orv, Darklands  
 HOMELAND & BACKGROUND OCCUPATION  
 LANGUAGES: Common, Undercommon, Drow, Sylvan, Necril, Terran, Infernal



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
<b>STR</b>	10	0	12	-2		
<b>DEX</b>	16	3	14	2		
<b>CON</b>	16	3	16			
<b>INT</b>	20	5	18		2	
<b>WIS</b>	12	1	10	2		
<b>CHA</b>	16	3	16			

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
62	57	5	Underterror	3	32	5	1	4	4	5	
NONLETHAL HP DAM											
TEMPORARY HP											
<b>TOTAL HP</b>	62	FAVORED CLASS	Underterror	<b>TOTALS</b>	3	32	5	1	4	4	5

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	18	-10+	4	0	3	1				
<b>TOUCH</b>	14	-10+			3	1				
<b>FLAT-FOOT</b>	15	-10+	4	0	0	1				

ARMOR CHECK PENALTY: 0  
 MAXIMUM DEX: --  
 SPELL FAILURE: 0%

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	4	1	3			
<b>REF</b>	7	4	3			
<b>WILL</b>	5	4	1			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>	4	3		0	1	
<b>RANGED</b>	7	3		3	1	
<b>CMB</b>	7	3	INT	5	1	-2
<b>CMD</b>	15	-10+	B3B	0	3	-2



**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, Armor Prof: Light & Medium Armor & shields  
 sleep effects, stunning, nonlethal damage, ability drain, exhaustion, fatigue, energy drain, Darkvision +10/odd level  
 & damage to any physical ability scores, and any effect that requires a Fortitude save Undershape: assume specific humanoid form (at will, indefinitely) 1/lvl  
 Harmed by positive energy and healed by negative energy Svirfneblin, Derro, Duergar, Pech, Dwarf  
 Darkvision 60'; Light Blindness: blinded 1 rnd then dazzled Evasion: Reflex save for 1/2 dam takes 0 damage  
 Skeletal Damage Reduction 5/piercing & slashing Hel Powers: lvl/2 = 2 pool points, Cha-based  
 Stonecunning: +2 perception related to stone Mutable Form (Ex): Permanently swap 1 evolution (1/day)  
 Stone Body: Damaged by spells that target stone Extra Attack (Ex): extra natural attack  
 Vulnerability to Sunlight: 1 Cha dam/hr in sunlight Evolution Surge (Sp): gain 4 pt evolution (1 min/lvl) (1/day)  
 No Con score; Con=Cha; No raise dead Extra Evolution (x2) +1 evolution point  
 Dark and Light: healed by positive, harmed by negative energy (1/day)

SKILLS						RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC	32
<input checked="" type="checkbox"/> Acrobatics	DEX	7	1	3	3	
<input type="checkbox"/> Appraise	INT	5		5		
<input type="checkbox"/> Bluff	CHA	3		3		
<input checked="" type="checkbox"/> Climb	STR	4	1	0	3	
<input type="checkbox"/> Craft	INT	5		5		
<input type="checkbox"/> Diplomacy	CHA	3		3		
<input type="checkbox"/> Disable Device	DEX			3		
<input checked="" type="checkbox"/> Disguise	CHA	7	1	3	3	
<input checked="" type="checkbox"/> Escape Artist	DEX	7	1	3	3	
<input checked="" type="checkbox"/> Fly	DEX	7	1	3	3	
<input type="checkbox"/> Handle Animal	CHA			3		
<input type="checkbox"/> Heal	WIS	1		1		
<input checked="" type="checkbox"/> Intimidate	CHA	7	1	3	3	
<input checked="" type="checkbox"/> KN: arcana	INT	13	5	5	3	
<input checked="" type="checkbox"/> KN: dungeoneering	INT	9	1	5	3	
<input checked="" type="checkbox"/> KN: planes	INT	9	1	5	3	
<input type="checkbox"/> KN:	INT			5		
<input type="checkbox"/> KN:	INT			5		
<input type="checkbox"/> KN:	INT			5		
<input type="checkbox"/> Linguistics	INT			5		
<input checked="" type="checkbox"/> Perception	WIS	9	5	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	9	5	1	3	
<input type="checkbox"/> Sleight of Hand	DEX			3		
<input type="checkbox"/> Spellcraft	INT	6	1	5		
<input checked="" type="checkbox"/> Stealth	DEX	15	5	3	3	4
<input checked="" type="checkbox"/> Survival	WIS	5	1	1	3	
<input checked="" type="checkbox"/> Swim	STR	4	1	0	3	
<input checked="" type="checkbox"/> Use Magic Device	CHA	7	1	3	3	
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					

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	BASE	FLY	SWIM	CLIMB	MISC
30	30				

INIT 3 = 3 DEX MOD + MISC MOD

HERO

SR 16 DR

RESISTANCES piercing & slashing 5; electricity 5

POOL POINTS 9 evolution

**ARMOR & WEAPONS**

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR belt of bone armor +4 (DR 5/piercing or slashing; 100 hp max/day)	4				Lt	2.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
stone dagger	+4	1d4+1	19-20,x2		S		
sling +1 w/ obsidian bullets	+7+1	1d3+2+1	20,x2	50	B		
claws (x2)	+4	1d4+1+1d6 fire	20,x2		S		



