

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



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
<b>STR</b>	<b>10</b>	<b>0</b>	<b>12</b>	<b>-2</b>		
<b>DEX</b>	<b>16</b>	<b>3</b>	<b>14</b>	<b>2</b>		
<b>CON</b>	<b>18</b>	<b>4</b>	<b>16</b>		<b>2</b>	
<b>INT</b>	<b>24</b>	<b>7</b>	<b>18</b>		<b>6</b>	
<b>WIS</b>	<b>12</b>	<b>1</b>	<b>10</b>	<b>2</b>		
<b>CHA</b>	<b>18</b>	<b>4</b>	<b>16</b>		<b>2</b>	

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
<b>122</b>	<b>112</b>	<b>10</b>	<b>Underterror</b>	<b>7</b>	<b>72</b>	<b>10</b>	<b>3</b>	<b>7</b>	<b>7</b>	<b>10</b>
<b>TOTAL HP</b>	<b>122</b>	<b>FAVORED CLASS</b>	<b>Underterror</b>	<b>TOTALS</b>	<b>7</b>	<b>72</b>	<b>10</b>	<b>3</b>	<b>7</b>	<b>10</b>

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	<b>19</b>	-10+	<b>5</b>	<b>0</b>	<b>3</b>	<b>1</b>				
<b>TOUCH</b>	<b>14</b>	-10+			<b>3</b>	<b>1</b>				
<b>FLAT-FOOT</b>	<b>16</b>	-10+	<b>5</b>	<b>0</b>	<b>0</b>	<b>1</b>				

SAVING THROWS						
FORT	REF	WILL	CLASS BASE	ABILITY	ENHANCE	MISC
<b>7</b>	<b>10</b>	<b>8</b>	<b>3</b>	<b>4</b>		
			<b>7</b>	<b>3</b>		
			<b>7</b>	<b>1</b>		

ATTACKS						
MELEE	RANGED	CMB	CMD	BASE ATTACK BONUS	TEMP	ABILITY
<b>8</b>	<b>11</b>	<b>13</b>	<b>19</b>	<b>7</b>		<b>0</b>
				<b>7</b>		<b>3</b>
				<b>7</b>		<b>1</b>
				<b>7</b>		<b>-2</b>

second attack @ +2 BAB

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	72
<input checked="" type="checkbox"/> ACROBATICS	DEX	7	1	3	3
<input type="checkbox"/> APPRAISE	INT	7		7	
<input type="checkbox"/> BLUFF	CHA	4		4	
<input checked="" type="checkbox"/> CLIMB	STR	4	1	0	3
<input type="checkbox"/> CRAFT	INT	7		7	
<input type="checkbox"/> DIPLOMACY	CHA	4		4	
<input type="checkbox"/> DISABLE DEVICE	DEX			3	
<input checked="" type="checkbox"/> DISGUISE	CHA	8	1	4	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			4	
<input type="checkbox"/> HEAL	WIS	1		1	
<input checked="" type="checkbox"/> INTIMIDATE	CHA	8	1	4	3
<input checked="" type="checkbox"/> KN: arcana	INT	20	10	7	3
<input checked="" type="checkbox"/> KN: dungeoneering	INT	16	6	7	3
<input checked="" type="checkbox"/> KN: planes	INT	16	6	7	3
<input type="checkbox"/> KN:	INT			7	
<input type="checkbox"/> KN:	INT			7	
<input type="checkbox"/> KN:	INT			7	
<input type="checkbox"/> LINGUISTICS	INT			7	
<input checked="" type="checkbox"/> PERCEPTION	WIS	14	10	1	3
<input type="checkbox"/> PERFORM	CHA	4		4	
<input type="checkbox"/> PROF:	WIS			1	
<input type="checkbox"/> RIDE	DEX	3		3	
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	14	10	1	3
<input type="checkbox"/> SLEIGHT OF HAND	DEX			3	
<input type="checkbox"/> SPELLCRAFT	INT	13	6	7	
<input checked="" type="checkbox"/> STEALTH	DEX	20	10	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	13	6	4	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				

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
Darkvision 60'; Light Blindness: blinded 1 rnd then dazzled	Undershape: assume specific humanoid form (at will, indefinitely) 1/lvl
Skeletal Damage Reduction 5/piercing & slashing	Svirfneblin, Derro, Duergar, Pech, Dwarf, etc.
Stonecunning: +2 perception related to stone	Evasion: Reflex save for 1/2 dam takes 0 damage
Stone Body: Damaged by spells that target stone	Hel Powers: lvl/2 = 5 pool points, Cha-based
Vulnerability to Sunlight: 1 Cha dam/hr in sunlight	Mutable Form (Ex): Permanently swap 2 evolution (1/day)
No Con score; Con=Cha; No raise dead	Extra Attack (Ex): extra natural attack (x2)
Dark and Light: healed by positive, harmed by negative energy (1/day)	Evolution Surge (Sp): gain 4 pt evolution (1 min/lvl) (2/day)
Dreadful Presence (Ex): transform into writhing mass; & all w/in 60' -2 fear and Will save or shaken 1d4 rnds	Extra Evolution (x5) +1 evolution point
	Evolution Gift: - Give target 1 or 2 pt evolution (1 min/lvl) (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 +5 (DR 5/piercing or slashing; 100 hp max/day)	5				Lt	2.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
stone dagger	+8	1d4+1	19-20,x2		S		
sling +2 w/ obsidian bullets	+11+1	1d3+2+2	20,x2	50	B		
claws (x2)	+8	1d4+1+1d6 fire	20,x2		S		



**SPELLS PER DAY**

CLASS  LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text" value="14"/>	1st	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="3"/>
<input type="text" value="15"/>	2nd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="2"/>
<input type="text" value="16"/>	3rd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>
<input type="text"/>	4th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	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"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	1st	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2nd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3rd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	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
			Hel Powers						
1			Darkness - 20-ft. radius of supernatural shadow	Evocation					CRB
1			Murderous Command - Target is compelled to kill its ally.	Enchantment					UM
1			Forbid Action - Target obeys your command to not do something.	Enchantment					CRB
2			Deeper Darkness - 60-ft. radius of supernatural shadow - no darkvision	Evocation					CRB
2			Excruciating Deformation - touch attack 2d6 pts damage, 1 pt Dex dam & 1 pt Con dam & speed -10	Transmutation					UM
3			Command, Greater - As command, but affects one subject/level.	Enchantment					CRB