

**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, Abyssal, Celestial, Protean



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>	18	4	16		2	
<b>INT</b>	24	7	18		6	
<b>WIS</b>	12	1	10	2		
<b>CHA</b>	18	4	16		2	

HITPOINTS			CLASS RECORDER										
CURRENT HP	HP GAINED	HD	CLASS NAME		BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS		
<b>130</b>	112	10	Underterror		7	72	10	3	7	7	10		
	8	1	Librarian		0	10	0	0	0	2	1		
NONLETHAL HP DAM													
TEMPORARY HP													
<b>TOTAL HP</b>			130	FAVORED CLASS	Underterror	<b>TOTALS</b>	7	82	10	3	7	9	11

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	26	-10+	5	0	3	1			7	
<b>TOUCH</b>	21	-10+			3	1			7	
<b>FLAT-FOOT</b>	23	-10+	5	0	0	1			7	

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	7	3	4			
<b>REF</b>	10	7	3			
<b>WILL</b>	10	9	1			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>	8	7		0	1	
<b>RANGED</b>	11	7		3	1	
<b>CMB</b>	13	7	INT	7	1	-2
<b>CMD</b>	19	-10+	B7B	0	3	-2

second attack @ +2 BAB

SKILLS					RANKS TOTAL	82
	TOTAL	RANKS	ABILITY	TRAINED	MISC	
<input checked="" type="checkbox"/> ACROBATICS *	DEX	7	1	3	3	
<input checked="" type="checkbox"/> APPRAISE	INT	11	1	7	3	
<input type="checkbox"/> BLUFF	CHA	4		4		
<input checked="" type="checkbox"/> CLIMB *	STR	4	1	0	3	
<input checked="" type="checkbox"/> CRAFT:	INT	11	1	7	3	
<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 checked="" type="checkbox"/> KN: all	INT	11	1	7	3	
<input type="checkbox"/> KN:	INT			7		
<input type="checkbox"/> KN:	INT			7		
<input checked="" type="checkbox"/> LINGUISTICS	INT	11	1	7	3	
<input checked="" type="checkbox"/> PERCEPTION	WIS	15	11	1	3	
<input type="checkbox"/> PERFORM:	CHA	4		4		
<input checked="" type="checkbox"/> PROF: Librarian	WIS	5	1	1	3	
<input type="checkbox"/> RIDE *	DEX	3		3		
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	15	11	1	3	
<input type="checkbox"/> SLEIGHT OF HAND *	DEX			3		
<input checked="" type="checkbox"/> SPELLCRAFT	INT	17	7	7	3	
<input checked="" type="checkbox"/> STEALTH *	DEX	21	11	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	14	7	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, 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/VI  
 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: 1V/2 = 5 pool points, Cha-based  
 Stonecunning: +2 perception related to stone Mutable Form (Ex): Permanently swap 2 evolution (1/day)  
 Stone Body: Damaged by spells that target stone Extra Attack (Ex): extra natural attack (x2)  
 Vulnerability to Sunlight: 1 Cha dam/hr in sunlight Evolution Surge (Sp): gain 4 pt evolution (1 min/1V) (2/day)  
 No Con score; Con=Cha; No raise dead Extra Evolution (x5) +1 evolution point  
 Dark and Light: healed by positive, harmed by negative energy (1/day) Evolution Gift: - Give target 1 or 2 pt evolution (1 min/1V) (1/day)  
 Dreadful Presence (Ex): transform into writhing mass; Sharp Hands: 2 claw attacks  
 & all w/in 60' -2 fear and Will save or shaken 1d4 rnds

**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						

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  155,000 / 220,000

	BASE	FLY	SWIM	CLIMB	MISC
<b>SPEED</b>	30				
<b>INIT</b>	3	=	3	DEX MOD	+ MISC MOD
<b>HERO</b>					
<b>SR</b>	21				
<b>DR</b>					
<b>RESISTANCES</b>	piercing & slashing 5; electricity 5				
<b>POOL POINTS</b>	17	evolution			

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		

**FEATS & SPECIAL ABILITIES**

NAME	USES/DAY	USED
Evolutions:		
Basic Magic (Sp): Mage Hand (1/day)	1	
Resistance (Ex): Electricity 5	1	
Magic Attacks (Su): Natural attacks are magic	1	
Energy Attacks (Su) - Natural attacks are fire	2	
Spell Resistance 11 + lvl	4	
Immunity: Fire	2	
Immunity: Cold	2	
Ability Increase +2 Intelligence	2	
Ability Increase +2 Charisma	2	

**FEATS & SPECIAL ABILITIES**

NAME	USES/DAY	USED
Class: Librarian HD: d6; skills: 2 + Int Mod		
Armor Prof: None; Weapon Prof: club, dagger, staff		
Faction: Community of Librarians		
Arcane Bond: Library Card; Arcane School: Divination		
Library Privileges: Research +1/+2/+3; Guests 0		
Spontaneous Casting: Swap spell slot for "detect" spell		
Dissertation: Underterror Studies		

**EQUIPMENT & MAGIC ITEMS**

#	ITEM	QTY / USES	WGT N/A	WEIGHT
	stone dagger			
	sling +2			
	obsidian bullets (+2 damage)	20		
	belt of bone armor +5 (DR 5/piercing or slashing; 100 hp max/day)			

**EQUIPMENT & MAGIC ITEMS**

#	ITEM	QTY / USES	WGT N/A	WEIGHT
	Librarian Class Features (Continued)			
	Feat: Scribe Scroll			
	Clever Defense (Ex) + Int Mod to AC			

**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
2.0	0.0	0.0		2.0

**LOADS & LIFT**

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	<b>N</b>	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
33	67	100		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
<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

**SPELLS PER DAY**

CLASS  LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
17	0	4	3		1	
18	1st	4	1	2	1	
	2nd			2		
	3rd			2		
	4th			2		
	5th			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 all spells and magic items within 60 ft.	Divination	1 min/lvl	60'	none	no	PRG:CRB
0			Detect Poison - Detects poison in one creature or small object.	Divination	instant	close	none	no	PRG:CRB
0			Detect Psychic Significance - Find psychically charged items.	Divination	instant	40'	none	no	PRG:OA
0			Enhanced Diplomacy - Touched creature gains +2 on one Diplomacy or Intimidate check.	Divination	1 min	touch	will	yes	PC:TEoG
0			Grasp - Reroll failed Climb check at -2.	Divination	instant	touch	fort	yes	PPC:HotD
0			Know Direction - You discern north.	Divination	instant	personal	none	no	PRG:CRB
0			Guidance - Touched creature gains +1 on one attack roll, saving throw, or skill check.	Divination	1 min	touch	will	yes	PRG:CRB
0			Read Magic - Read scrolls and spellbooks.	Divination	10 min/lvl	personal	none	no	PRG:CRB
0			Sift - See area as though examining it.	Divination	instant	30'	none	no	PRG:APG
1			Detect Aberration - Reveals presence of aberrations.	Divination	10 min/lvl	long	none	no	PRG:APG
1			Detect Animals or Plants - Detects kinds of animals or plants.	Divination	10 min/lvl	long	none	no	PRG:CRB
1			Detect Charm - Detect each charm, compulsion, and possession of all creatures in area.	Divination	1 min/lvl	60'	none	no	PC:ASL
1			Detect Evil/Good/Chaos/Law - Reveals creatures, spells, or objects of selected alignment.	Divination	10 min/lvl	60'	none	no	PRG:CRB
1			Detect Metal - Detect any metal objects or creatures within a 60-foot cone.	Divination	1 min/lvl	60'	none	no	PPC:PotR
1			Detect Radiation - Detect radiation in the surrounding area.	Divination	10 min/lvl	120'	none	no	PCS:TG
1			Detect Secret Doors - Reveals hidden doors within 60 ft.	Divination	1 min/lvl	60'	none	no	PRG:CRB
1			Detect Snares and Pits - Reveals natural or primitive traps.	Divination	10 min/lvl	60'	none	no	PRG:CRB
1			Detect the Faithful - Detect other worshipers of your deity.	Divination	1 min/lvl	60'	none	no	PC:TEoG
1			Detect Undead - Reveals undead within 60 ft.	Divination	1 min/lvl	60'	none	no	PRG:CRB
1			See Alignment - In your sight, creatures and items of one alignment emit a ghostly radiance.	Divination	1 rnd/lvl	personal	none	no	PRG:UC
1			Mental Block - Prevent the target from using its skill ranks, spells, feats, and abilities.	Divination	1 rnd/lvl	close	will	yes	PRG:OA
1			Mind Thrust I - Mentally deal 1d6 points of damage per level.	Divination	instant	close	will	yes	PRG:OA
1			Mindlink - Communicate a great deal of information in an instant.	Divination	instant	touch	will	yes	PRG:OA
1			Hive Mind, Lesser - Three creatures gain telepathy within close distance.	Divination	1 minute/lvl	close	will	yes	AAW:UCR
1			Technomancy - As detect magic, except detects the presence of technological object	Divination	3 rnds/lvl	60'	none	no	PCS:TG
1			Speak with Animals - You can communicate with animals.	Divination	1 min/lvl	personal	none	no	PRG:CRB
1			True Strike - +20 on your next attack roll.	Divination	2 rnds	personal	none	no	PRG:CRB