

Mleme
 CHARACTER: **Ahooling** medium Female
 RACE & LA: **25** Chaotic Neutral Camazotz, Master of Black Wings
 AGE ALIGNMENT DEITY
 LANGUAGES: Undercommon, Draconic

Hebeloma
 PLAYER: **5'7"** **140 lbs** **dark gray** **black** -
 HEIGHT WEIGHT HAIR EYES SKIN
Sekamina, Darklands
 HOMELAND & BACKGROUND OCCUPATION



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

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

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
52	47	5	Underterror	3	15	5	1	4	4	5
NONLETHAL HP DAM										
TEMPORARY HP										
TOTAL HP	52	FAVORED CLASS	Underterror	TOTALS	3	15	5	1	4	4

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	19	-10+	4	0	5					
TOUCH	15	-10+			5					
FLAT-FOOT	14	-10+	4	0	0					

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	2	1	1			
REF	9	4	5			
WILL	5	4	1			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	6	3		3		
RANGED	8	3		5		
CMB	8	3	DEX	5		
CMD	21	-10+	B3B	0	8	



FEATS & FEATURES	
CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	
Race: Ahooling - monstrous humanoids (AAW:URC 11)	Class: Underterror HD: d10; skills 2 + Int Mod(AAW:URC 120)
Darkvision 60'; Light Blindness: blinded 1 rd, dazzled	Weapon Prof: All Simple + axes, hammer & picks
Underworld Resistances: cold 5 and sonic 5	Armor Prof: Light & Medium Armor & shields
Natural Weapon: bite 1d6	Darkvision +10/odd level
Vestigial Wings: Aid flight granted by other method; +4 fly	Undershape: assume specific humanoid form (at will, indefinitely) 1/VI
	: Drow, Derro, Duergar, Svirkneblin, Dwarf
	Dodge: +1 dodge AC; Preternatural Hearing +1 dodge AC
	Evasion: Reflex save for 1/2 dam takes 0 damage
	Hel Powers: 1v/2 = 2 pool points, Cha-based
	Mutable Form (Ex): Permanently swap 1 evolution (1/day)
	Extra Attack (Ex): extra natural attack
	Evolution Surge (Sp): gain 4 pt evolution (1 min/VI) (1/day)
	Intuitive Dodge (Combat) Add Wis Mod to AC
Vampiric Charge - bite after charge w/o opportunity attacks, +2 CMB grapple	
Vicious Bite - bite attack does 1 bleed damage	Enduring Wings - triple flight time

ARMOR & WEAPONS						
ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
armor ahooling studded leather armor +1	4	6	0	15	Lt	12.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
bite	+6	1d8+3	20,x2		S		+1+1d6 bleed damage+poison
ahooling macuahuitl+1 (exotic battle axe)	+6+1	1d8+3+1	20,x3		S	8.0	+1 bleed for BAB rnds
ahooling blood darts (+1 cold iron)	+8+1	1d4+1	20,x2	20	P	0.5	+1 bleed & heal 5 hp
	+6						

SKILLS					
	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS +	9	1	5	3	
* APPRAISE	1		1		
* BLUFF	1		1		
* CLIMB +	7	1	3	3	
* CRAFT:	1		1		
* DIPLOMACY	1		1		
* DISABLE DEVICE +	1		5		
* DISGUISE	1		1		
* ESCAPE ARTIST +	5		5		
* FLY +	14	2	5	3	4
* HANDLE ANIMAL	1		1		
* HEAL	1		1		
* INTIMIDATE	1		1		
* KN: arcana	1		1		
* KN: dungeoneering	1		1		
* KN: planes	1		1		
* KN:	1		1		
* KN:	1		1		
* KN:	1		1		
* KN:	1		1		
* LINGUISTICS	1		1		
* PERCEPTION	9	5	1	3	
* PERFORM:	1		1		
* PROF:	1		1		
* RIDE +	5		5		
* SENSE MOTIVE	1		1		
* SLEIGHT OF HAND +	1		5		
* SPELLCRAFT	1		1		
* STEALTH +	13	5	5	3	
* SURVIVAL	5	1	1	3	
* SWIM +	3		3		
* USE MAGIC DEVICE	1		1		
* STR					
* STR					
* STR					
* STR					
* STR					
* 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	60			

INIT **5** = **5** DEX MOD + **0** MISC MOD

HERO **0**

SR **0** DR **0**

RESISTANCES **cold 5, sonic 5**

POOL POINTS **7** evolution

FEATS & SPECIAL ABILITIES			
NAME	USES/DAY	USED	
Evolutions:			
Bleed (Ex) - bite attack does 1d6 bleed damage	1		
Improved Damage (Ex) - bite attack uses d8 die	1		
Magic Attacks (Su) - natural attacks are magical	1		
Flight - fly speed twice* base speed	2		
Poison (Ex) - bite attack emits toxic venom	2		
* doubled due to ahooling's already present wings			

FEATS & SPECIAL ABILITIES			
NAME	USES/DAY	USED	
Eidolon poison—type poison (injury); save Fort negates; frequency 1/round for 4 rounds; effect 1d4 Str damage; cure 1 save.			
The save DC =10 + 1/2 the underterror's HD + Con Mod.			

EQUIPMENT & MAGIC ITEMS				
№	ITEM	QTY / USES	WGT N/A	WEIGHT
	ahooling Macuahuitl +1 (battle axe + 20 shards)			
	Moss Net			
	ahooling blood darts (+1 cold iron)	10		
	ahooling studded leather armor +1			

EQUIPMENT & MAGIC ITEMS				
№	ITEM	QTY / USES	WGT N/A	WEIGHT

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
20.5	0.0	0.0		20.5

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
77	153	230		230	460	1150
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/> MEDIUM <input type="checkbox"/> HEAVY <input type="checkbox"/>				

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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"/>
12	1st	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	1
<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"/>

SPELL POINTS

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"/>

SPELL POINTS

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
			Hel Powers						
1			Darkness - 20-ft. radius of supernatural shadow	Evocation					CRB