Antallia Hebeloma

Darakhul (originally elven) Medium Female 5' 8" 90 lbs Red White EYES GENDER RACE & LA SIZE HEIGHT WEIGHT 25 The Eternal Emperor Changdo, Po Li Lawful Neutral



AGE ALIGNMENT DEITY	HOMELAND & BACKGRO		ATION					A DO	ROL	JEIPI	LAY	(1000)	G C	AM	DE /	O		
LANGUAGES: Common, Elven, Necril, Sylvan, Infernal								Original b	y Neceros.	. Modified	d by abel	llius@ya	hoo.com	. Version	1.0.2012			
LANGUAGES:																_		
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RACIAL NOTES										D		1		2				
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TOUCH 12 =10+ 2		إ		<u> </u>	_	DEX	5	* ☑ DIPLOMACY	W.C.F. A		_	5	_	5				
FLAT-FOOT 13 =10+ 2 0 0	1			[SPELL FAILURE	15%	□ DISABLE DEV* DISGUISE	VICE *		HA :	5		5				
 -			СОМВАТ	NOTES & M	ODIFIERS	A DOMESTIC	1	*□ ESCAPE ARTI	IST +	D	DEX	1	\Box	2				
	MISC TEMP			1			1 6	*□ FLY •□ HANDLE AN	IMAL		HA	1		2				
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ATTACK MODIFIER	≓;—			1//	Day			*□ PERCEPTION				2	\neg	2				
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CMD 12 =10+ BOB DO E & DE CT DECT			E	1				PROF: Mather ★□ RIDE ◆	ematician		_	6	1	2	3			
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	S & FEATURES	FEATURES , FEATS, AND CHARACTER FEATURES								☐ SLEIGHT OF HAND ◆ DEX								
Race: Darkakhul (humanoid; undead) (KP:ARC			18: Sk	ills 4 +	Int M	od (AP	PG)	✓ SPELLCRAFT *✓ STEALTH •				7 5	1	2	3			
No Con score. Use Charisma for HP & Fort Say	<u> </u>							*□ SURVIVAL			_	2		2				
		Weapon Prof: All Simple + Elven: longbows, longswords, rapiers, shortbows Armor Prof: light armor, medium armor & shields								- * Swim • STE								
Darkvision 60 feet		·								USE MAGIC DEVICE CHA								
Immunity to all mind-affecting effects, death effect		Archetype: Divine Numerologist (Disciple's Doctrine 17)								STR	т	\pm	_					
disease, paralysis, poison, sleep effects, and stunni	ing. Mystery: Da	Mystery: Dark Tapestry (UM)								STR STR								
Immune to nonlethal damage, ability drain, & energy dra	ain. Oracle's Curse: G	Oracle's Curse: Ghoul (Curse of Corruption) Must eat flesh every 12 hours								STR	\perp	+						
Immediately destroyed at 0 HP	Elf flesh give	Elf flesh gives +1 to all saves for 24 hours.								STR								
Immune to raise dead & reincarnate.	Calculate Ode	Calculate Odds: Add Cha Mod to next d20 roll (1/day)								STR MARK A TO SHOW A CLASS SKILL CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONU * SKILL CAMP SEQUENTIAL SHOWN A CLASS SKILL SWITH RANKS GAIN A +3 TRAINED BONU * SKILL CAMP SKILL CAMP SKILL SWITH RANKS GAIN A +3 TRAINED BONU * STR								
Undead do not breathe, eat, or sleep.										EXPERIENCE 0 / 2,000								
Bite Attack: primary natural attack, 1d6 damage							SLOW MEDI	UM 🗹 FAS	ST 🔲 👢						MISC			
Channel Resistance: +2 save vs channel positive ene			SPEED		30 FLY SWIM			CLIMB	MISC									
<u> </u>															\dashv	MISC		
Hunger: Each day, a darakhul must eat a small meal of fresh or rotting										INIT 2 =						MOD		
Light Blindness: blinded 1 rnd in bright light; then dazz	zled							HERO										
								SR		٦Ī	DR							
		CEC																
	RESISTANO																	
ARMO ARMOR NAME & DESCRIPTION	R & WEAPONS	AC BONUS	MAY BEY	PENALTY	SDELL FA	L TYPE	WEIGHT	POOL POIN	STV									
ARMOR NAME & DESCRIPTION ARMOR Ghoulhide armor		2	MAX DEX	-1	15	Lt	20.0											
		+ -		-	10		20.0											
SHIELD						<u> </u>										—		
WEAPON NAME & DESCRIPTION		ATTACK MODIFIERS DAM						L RANGE	WEIGH									
dagger (melee)	+0	+0 1d4 1					19-20,	x2	S	1.0	_							
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1d4

1d8

19-20,x2

20,x3

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3.0

+2

+0

dagger (thrown) longbow

	FEATS & SPECIAL ABILITIES				FEATS & SPECIAL ABILITIES NAME										
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00	EQUIPMENT & MAGIC ITEMS						E	QUII	МЕ	NT & I	MAGIC I	TEMS			
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Н	longbow				1		d touch attack,				n slime				
Н	quiver w/ 20 arrows				1	_	ort save or be si		_			ickened			
Н	ghoulhide armor +2 AC +1 natural AC				1										
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_	RING:	ARMOR &		CARRI			TOTAL	\vdash			100	MODIFIED			+
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	SPELLS PER DAY						BLOODLINES & PATRONS											
CLASS		Oracle		LEVEL	_ 1		BLOODLINE/PATRON				CL	ASS				LEVE	L	1
			ABILITY	_	SPELLS		BLOODLINE/PATRON					L			ABILITY	1	SPELLS	1
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	8th		_ L				WIZAI	RD SPECIALITY	SCHOOL				8th			<u> </u>		
	9th						SPECIALITY						9th					
CLOSE: 25FT +	25	MEDIUM: 100FT + 10FT / LVL	110	LONG: 400FT +	440		FOCUSED				CLOS 25FT 5FT / 2	E:	25	MEDIUM: 100FT +	100	LONG:	400	-
FT / 2 LVL				40FT / LVI			PROHIBITED				5FT / 2	LVL		10FT / LVL		40FT / L	URRENT POINTS	-
SPELI POINTS	101AL	CLASS	ABILITY OTH	TER CO	KRENT POINT	15	PROHIBITED				SF	ELL	O O	CLASS	ABILITY OTH		JRRENT POINTS	-
POINTS											PC	DINTS						_
LEVEL P	REP USED					NAME	& DESCRIPTION	SPELLS		scноо	L	DU	RATION	RANGE	SAVE	SR	REFERENCE	
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