

**Antalia**  
 CHARACTER: Darakhul (originally elven) Medium Female  
 RACE & LA: 25 Lawful Neutral The Eternal Emperor  
 AGE ALIGNMENT DEITY  
 LANGUAGES: Common, Elven, Necril, Sylvan, Infernal

**Hebeloma**  
 PLAYER: 5' 8" 90 lbs Red White Fair  
 HEIGHT WEIGHT HAIR EYES SKIN  
 Changdo, Po Li  
 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>	10	0	10			
<b>DEX</b>	14	2	12	2		
<b>CON</b>	10	0	10			
<b>INT</b>	16	3	16			
<b>WIS</b>	14	2	14			
<b>CHA</b>	20	5	18	2		

HITPOINTS				CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
14	13	1	Divine Numerologist (Oracle)	0	7	1	0	0	2	1	
<b>TOTAL HP</b>				14	<b>FAVORED CLASS</b>		Oracle	<b>TOTALS</b>		0 7 1 0 0 2 1	

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	15	-10+	2	0	2		1			
<b>TOUCH</b>	12	-10+			2					
<b>FLAT-FOOT</b>	13	-10+	2	0	0		1			

SKILLS				RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC
<input type="checkbox"/> ACROBATICS	DEX	1	2	
<input type="checkbox"/> APPRAISE	INT	3	3	
<input type="checkbox"/> BLUFF	CHA	5	5	
<input type="checkbox"/> CLIMB	STR	-1	0	
<input checked="" type="checkbox"/> CRAFT	INT	3	3	
<input checked="" type="checkbox"/> DIPLOMACY	CHA	5	5	
<input type="checkbox"/> DISABLE DEVICE	DEX		2	
<input checked="" type="checkbox"/> DISGUISE	CHA	5	5	
<input type="checkbox"/> ESCAPE ARTIST	DEX	1	2	
<input type="checkbox"/> FLY	DEX	1	2	
<input type="checkbox"/> HANDLE ANIMAL	CHA		5	
<input checked="" type="checkbox"/> HEAL	WIS	2	2	
<input type="checkbox"/> INTIMIDATE	CHA	5	5	
<input checked="" type="checkbox"/> KN: history	INT	7	1	3
<input checked="" type="checkbox"/> KN: planes	INT	7	1	3
<input checked="" type="checkbox"/> KN: religion	INT	7	1	3
<input checked="" type="checkbox"/> KN: arcana	INT	7	1	3
<input type="checkbox"/> KN:	INT		3	
<input type="checkbox"/> KN:	INT		3	
<input type="checkbox"/> LINGUISTICS	INT		3	
<input type="checkbox"/> PERCEPTION	WIS	2	2	
<input type="checkbox"/> PERFORM	CHA	5	5	
<input checked="" type="checkbox"/> PROF: Mathematician	WIS	6	1	2
<input type="checkbox"/> RIDE	DEX	1	2	
<input type="checkbox"/> SENSE MOTIVE	WIS	2	2	
<input type="checkbox"/> SLEIGHT OF HAND	DEX		2	
<input checked="" type="checkbox"/> SPELLCRAFT	INT	7	1	3
<input checked="" type="checkbox"/> STEALTH	DEX	5	1	2
<input type="checkbox"/> SURVIVAL	WIS	2	2	
<input type="checkbox"/> SWIM	STR	-1	0	
<input type="checkbox"/> USE MAGIC DEVICE	CHA		5	
<input type="checkbox"/>	STR			
<input type="checkbox"/>	STR			
<input type="checkbox"/>	STR			
<input type="checkbox"/>	STR			
<input type="checkbox"/>	STR			

SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
<b>FORT</b>	0	0	0			
<b>REF</b>	2	0	2			
<b>WILL</b>	4	2	2			

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
<b>MELEE</b>	0	0	0			
<b>RANGED</b>	2	0	2			
<b>CMB</b>	5	0	CHA	5		
<b>CMD</b>	12	-10+	BOB	0	STA & DEFLECT	



**FEATS & FEATURES**

Race: Darkakhul (humanoid; undead) (KP:ARC 32) Class: Oracle HD: d8; Skills 4 + Int Mod (APG)  
 No Con score. Use Charisma for HP & Fort Saves Weapon Prof: All Simple + Elven: longbows, longswords, rapiers, shortbows  
 Darkvision 60 feet Armor Prof: light armor, medium armor & shields  
 Immunity to all mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, and stunning. Archetype: Divine Numerologist (Disciple's Doctrine 17)  
 Immune to nonlethal damage, ability drain, & energy drain. Mystery: Dark Tapestry (UM)  
 Immediately destroyed at 0 HP Oracle's Curse: Ghoul (Curse of Corruption) Must eat flesh every 12 hours  
 Immune to raise dead & reincarnate. Elf flesh gives +1 to all saves for 24 hours.  
 Undead do not breathe, eat, or sleep. Calculate Odds: Add Cha Mod to next d20 roll (1/day)  
 Bite Attack: primary natural attack, 1d6 damage  
 Channel Resistance: +2 save vs channel positive energy  
 Hunger: Each day, a darakhul must eat a small meal of fresh or rotting meat  
 Light Blindness: blinded 1 rnd in bright light; then dazzled  
 Among the Living: +4 Bluff, Diplomacy & Disguise to hide undead

**ARMOR & WEAPONS**

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ghoulhide armor	2	5	-1	15	Lt	20.0

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
dagger (melee)	+0	1d4	19-20,x2		S	1.0	
dagger (thrown)	+2	1d4	19-20,x2	10	P		
longbow	+0	1d8	20,x3	100	P	3.0	

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		BASE	FLY	SWIM	CLIMB	MISC
SLOW <input type="checkbox"/>	MEDIUM <input checked="" type="checkbox"/>	FAST <input type="checkbox"/>	0	/	2,000	
<b>SPEED</b>	30					
<b>INIT</b>	2	=	2	DEX MOD	+	MISC MOD
<b>HERO</b>						
<b>SR</b>						
<b>DR</b>						
<b>RESISTANCES</b>						
<b>POOL POINTS</b>						



