

Galasi
 CHARACTER
 Colliatur medium female
 RACE & LA SIZE GENDER
 21 Neutral Ayrzul, the Fossilized King
 AGE ALIGNMENT DEITY
 LANGUAGES: Common, Undercommon, Terran

Hebeloma
 PLAYER
 5'8" 130 lbs black/purple orange brown
 HEIGHT WEIGHT HAIR EYES SKIN
 Nar-Voth, 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	16			
DEX	22	6	14	2	6	
CON	18	4	18			
INT	12	1	12			
WIS	10	0	10			
CHA	14	2	10			4

HITPOINTS			CLASS RECORDER											
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS				
197	182	15	Underterror	11	45	15	5	9	9	15				
TOTAL HP			197	FAVORED CLASS	Underterror	TOTALS	11	45	15	5	9	9	15	

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	25	-10+	6	1	6		2			
TOUCH	16	-10+			6					
FLAT-FOOT	19	-10+	6	1	0		2			

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	9	5	4			
REF	15	9	6			
WILL	9	9	0			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	14	11		3		
RANGED ATTACK MODIFIER	17	11		6		
CMB	17	11	DEX	6		
CMD	30	-10+	6	9		

second attack @ +6 BAB
 third attack @ +1 BAB



FEATS & FEATURES
Race: Colliatur - outsider (AAW:URC 24)
Darkvision 60';
Crystal Form: +2 AC vs ray spells & effects; deflect (1/day)
Deathless Spirit: resistance 5 negative energy
& +2 save vs death effects, energy drain, negative energy, & necromancy spells
Stone in the Blood: fast healing 2 after acid damage (1/ rds/day)
Sociable: Multiple diplomacy checks even after bad fail
Arcane Focus: +2 concentration for arcane spells
Envoy: comprehend languages, detect magic & read magic (1/day)
Hatred: +1 attack vs undead
Sonic Energy Weakness: Vulnerable +50% damage
Point Blank Shot +1 w/in 30'; Rapid Shot - extra ranged attack
Improved Evasion: Failed Reflex save, take 1/2 damage
Improved Dreadful Presence (Ex): transform into writhing mass;
& all w/in 60' -4 fear and Will save or shaken 1 rnd/lvl

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES
Class: Underterror HD: d10; skills 2 + Int Mod(AAW:URC 120)
Weapon Prof: All Simple + axes, hammer & picks
Armor Prof: Light & Medium Armor & shields
Darkvision +10/odd level
Undershape: assume specific humanoid form (at will, indefinitely) 1/lvl
Pech, Drow, Duergar, Svirfneblin, Darkfolk, etc.
Evasion: Reflex save for 1/2 damage takes 0 damage
Hel Powers: 1l/2 = 7 pool points, Cha-based
Mutable Form (Ex): Permanently swap 3 evolution (1/day)
Extra Attack (Ex): extra natural attack (x2)
Evolution Surge (Sp): gain 4 pt evolution (2 min/lvl) (1/day)
Intuitive Dodge (Combat) Add Wis Mod to AC
Evolution Gift: - Give target 1 or 2 pt evolution (1 min/lvl) (1/day)
Extra Evolution: (x6) +1 evolution pool point
Disposable Parts - shards from body are weapons

SKILLS	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS *	DEX	20	11	6	3
* APPRAISE	INT	1		1	
* BLUFF	CHA	2		2	
* CLIMB *	STR	7	1	3	3
* CRAFT:	INT	1		1	
* DIPLOMACY	CHA	2		2	
* DISABLE DEVICE *	DEX			6	
* DISGUISE	CHA	2		2	
* ESCAPE ARTIST *	DEX	6		6	
* FLY *	DEX	6		6	
* HANDLE ANIMAL	CHA			2	
* HEAL	WIS	0		0	
* INTIMIDATE	CHA	2		2	
* KN: arcana	INT			1	
* KN: dungeoneering	INT	5	1	1	3
* KN: planes	INT	5	1	1	3
* KN:	INT			1	
* KN:	INT			1	
* KN:	INT			1	
* LINGUISTICS	INT			1	
* PERCEPTION	WIS	18	15	0	3
* PERFORM:	CHA	2		2	
* PROF:	WIS			0	
* RIDE *	DEX	6		6	
* SENSE MOTIVE	WIS	4	1	0	3
* SLEIGHT OF HAND *	DEX			6	
* SPELLCRAFT	INT			1	
* STEALTH *	DEX	24	15	6	3
* SURVIVAL	WIS	0		0	
* SWIM *	STR	3		3	
* USE MAGIC DEVICE	CHA			2	
* 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 [x] FAST [x] 635,000 / 890,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
30	30				15
INIT	6	=	6	DEX MOD	+ MISC MOD
HERO					
SR					
DR					
RESISTANCES	negative energy 5; cold 15				
POOL POINTS	23	evolution			

ARMOR & WEAPONS						
ARMOR Belt of Stoneskin +6 DR 10/adamantine (max 100 hp/day)	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
SHIELD Shield, light steel w/ colloid plating	6				Lt	3.0
	1			10	Lt	7.0

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Colliatur Shard +3 (held)	+14+3	1d8+3+3+1d6 elec+1d6 acid	20,x2		S		+1d6 bleed
Colliatur Shard +3 (ranged)	+17+3	1d8+3+1d6 elec+1d6 acid	20,x2	20	P		+1d6 bleed

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="13"/>	1st	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="4"/>
<input type="text" value="14"/>	2nd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="3"/>
<input type="text" value="15"/>	3rd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="2"/>
<input type="text" value="16"/>	4th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>
<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"/>

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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			Command - One subject obeys selected command for 1 round.	Enchantment					CRB
1			Forbid Action - Target obeys your command to not do something.	Enchantment					UM
1			Bane - Enemies take -1 on attack rolls and saves against fear.	Enchantment					UM
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
2			Fleshcurdle - Cause target's limbs to mutate to hamper attacks, defense, or movement.	Transmutation					ISM
3			Baleful Polymorph - Turns subject into harmless animal.	Transmutation					CRB
3			Command, Greater - As command, but affects one subject/level.	Enchantment					CRB
4			Flesh to Ooze - transform target into gelatinous cube, jelly or pudding	Transmutation	permanent				DDR