

Mleme
 CHARACTER
 Ahooling medium Female
 RACE & LA SIZE GENDER
 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	18	4	18			
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
12	11	1	Underterror		0	3	1	0	2	2	1
NONLETHAL HP DAM											
TEMPORARY HP											
TOTAL HP			12		FAVORED CLASS		Underterror		TOTALS		0 3 1 0 2 2 1

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	17	-10+	3	0	4					
TOUCH	14	-10+			4					
FLAT-FOOT	13	-10+	3	0	0					

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	1	0	1			
REF	6	2	4			
WILL	3	2	1			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	3	0		3		
RANGED	4	0		4		
CMB	4	0	DEX	4		
CMD	17	-10+	BOB	0	7	DEX



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/MI
	: Drow

SKILLS										
	TOTAL	RANKS	ABILITY	TRAINED	MISC					
* ACROBATICS *	DEX 4		4							
* APPRAISE	INT 1		1							
* BLUFF	CHA 1		1							
* CLIMB *	STR 3		3							
* CRAFT:	INT 1		1							
* DIPLOMACY	CHA 1		1							
* DISABLE DEVICE *	DEX		4							
* DISGUISE	CHA 1		1							
* ESCAPE ARTIST *	DEX 4		4							
* FLY *	DEX 12	1	4	3	4					
* HANDLE ANIMAL	CHA		1							
* HEAL	WIS 1		1							
* INTIMIDATE	CHA 1		1							
* KN: arcana	INT		1							
* KN: dungeoneering	INT		1							
* KN: planes	INT		1							
* KN:	INT		1							
* KN:	INT		1							
* KN:	INT		1							
* LINGUISTICS	INT		1							
* PERCEPTION	WIS 5	1	1	3						
* PERFORM:	CHA 1		1							
* PROF:	WIS		1							
* RIDE *	DEX 4		4							
* SENSE MOTIVE	WIS 1		1							
* SLEIGHT OF HAND *	DEX		4							
* SPELLCRAFT	INT		1							
* STEALTH *	DEX 8	1	4	3						
* SURVIVAL	WIS 1		1							
* SWIM *	STR 3		3							
* USE MAGIC DEVICE	CHA		1							
* STR										
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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 0 / 2,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
30					

INIT 4 = 4 DEX MOD + MISC MOD

HERO

SR DR

RESISTANCES cold 5, sonic 5

POOL POINTS 3 evolution

ARMOR & WEAPONS							
ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT	
armor ahooling studded leather armor	3	6	0	15	Lt	12.0	
SHIELD							
WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
bite	+3	1d8+3	20,x2		S		+1d6 bleed damage
ahooling macuahuitl (exotic battle axe)	+3	1d8+3	20,x3		S	8.0	+1 bleed for BAB rnds
ahooling blood darts (+1 cold iron)	+4+1	1d4+1	20,x2	20	P	0.5	+1 bleed & heal 5 hp

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