

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	18	4	14	2	2	
DEX	20	5	18		2	
CON	12	1	12			
INT	12	1	14	-2		
WIS	12	1	12			
CHA	16	3	10	2		4

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
102	92	10	Underterror	7	30	10	3	7	7	10
NONLETHAL HP DAM										
TEMPORARY HP										
TOTAL HP	102	FAVORED CLASS	Underterror	TOTALS	7	30	10	3	7	7

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	20	-10+	5	0	5					
TOUCH	15	-10+			5					
FLAT-FOOT	15	-10+	5	0	0					

COMBAT NOTES & MODIFIERS										
ARMOR CHECK PENALTY	MAXIMUM DEX	SPELL FAILURE								
0	6	15%								

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	4	3	1			
REF	12	7	5			
WILL	8	7	1			

second attack @ +2 BAB

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	11	7		4		
RANGED	12	7		5		
CMB	12	7	DEX	5		
CMD	26	-10+	B7B	0	9	

SKILLS						RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC	30
<input checked="" type="checkbox"/> Acrobatics	9	1	5	3		
<input type="checkbox"/> Appraise	1		1			
<input type="checkbox"/> Bluff	3		3			
<input checked="" type="checkbox"/> Climb	8	1	4	3		
<input type="checkbox"/> Craft	1		1			
<input type="checkbox"/> Diplomacy	3		3			
<input type="checkbox"/> Disable Device			5			
<input checked="" type="checkbox"/> Disguise	3		3			
<input checked="" type="checkbox"/> Escape Artist	5		5			
<input checked="" type="checkbox"/> Fly	19	7	5	3	4	
<input type="checkbox"/> Handle Animal			3			
<input type="checkbox"/> Heal	1		1			
<input checked="" type="checkbox"/> Intimidate	3		3			
<input checked="" type="checkbox"/> KN: arcana			1			
<input checked="" type="checkbox"/> KN: dungeoneering			1			
<input checked="" type="checkbox"/> KN: planes			1			
<input type="checkbox"/> KN:			1			
<input type="checkbox"/> KN:			1			
<input type="checkbox"/> KN:			1			
<input type="checkbox"/> Linguistics			1			
<input checked="" type="checkbox"/> Perception	14	10	1	3		
<input type="checkbox"/> Perform	3		3			
<input type="checkbox"/> Prof:			1			
<input type="checkbox"/> Ride	5		5			
<input checked="" type="checkbox"/> Sense Motive	1		1			
<input type="checkbox"/> Sleight of Hand			5			
<input type="checkbox"/> Spellcraft			1			
<input checked="" type="checkbox"/> Stealth	18	10	5	3		
<input checked="" type="checkbox"/> Survival	5	1	1	3		
<input checked="" type="checkbox"/> Swim	4		4			
<input checked="" type="checkbox"/> Use Magic Device			3			
<input type="checkbox"/>						
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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, etc.
	Dodge: +1 dodge AC; Preternatural Hearing +1 dodge AC
	Evasion: Reflex save for 1/2 dam takes 0 damage
Dreadful Presence (Ex): transform into writhing mass;	Hel Powers: 1v/2 = 5 pool points, Cha-based
& all w/in 60' -2 fear and Will save or shaken 1d4 rnds	Mutable Form (Ex): Permanently swap 2 evolution (1/day)
Flyby Attack - attack at any point during fly move	Extra Attack (Ex): extra natural attack (x2)
Terrifying Swoop - critical after Vampiric Charge - free Intimidate check w/ bonus effects	Evolution Surge (Sp): gain 4 pt evolution (1 min/VI) (2/day)
: failed saves shaken 1d4+4 rnds; by 5 frightened 1d6+1; by 10 panicked 1d4+1 rnds	Intuitive Dodge (Combat) Add Wis Mod to AC
Vampiric Charge - bite after charge w/o opportunity attacks, +2 CMB grapple	Extra Evolution (x1) +1 evolution point
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 +2	5	6	0	15	Lt	12.0
SHIELD						

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 **105,000 / 155,000**

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	30	60			
INIT	5	=	5	DEX MOD	+ MISC MOD
HERO					
SR					
DR					
RESISTANCES	cold 5, sonic 5				
POOL POINTS	13	evolution			

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
bite	+11	1d8+3	20,x2		S		+1+1d6 bleed damage+poison
ahooling macuahuitl +2 (exotic battle axe)	+11+2	1d8+3+1	20,x3		S	8.0	+1 bleed for BAB rnds
ahooling blood darts (+1 cold iron)	+12+1	1d4+1	20,x2	20	P	0.5	+1 bleed & heal 5 hp
wing buffet (x2)	+11	1d4+3	20,x2		B		

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="14"/>	1st	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="3"/>
<input type="text" value="15"/>	2nd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="2"/>
<input type="text" value="16"/>	3rd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>
<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
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
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
1			Murderous Command - Target is compelled to kill its ally.	Enchantment					UM
1			Forbid Action - Target obeys your command to not do something.	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
3			Flesh to Ooze - transform target into gelatinous cube, jelly or pudding	Transmutation					DDR