

**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
<b>STR</b>	<b>20</b>	<b>5</b>	<b>14</b>	<b>2</b>	<b>4</b>	
<b>DEX</b>	<b>20</b>	<b>5</b>	<b>18</b>		<b>2</b>	
<b>CON</b>	<b>12</b>	<b>1</b>	<b>12</b>			
<b>INT</b>	<b>12</b>	<b>1</b>	<b>14</b>	<b>-2</b>		
<b>WIS</b>	<b>12</b>	<b>1</b>	<b>12</b>			
<b>CHA</b>	<b>16</b>	<b>3</b>	<b>10</b>	<b>2</b>		<b>4</b>

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
<b>152</b>	<b>137</b>	<b>15</b>	<b>Underterror</b>	<b>11</b>	<b>45</b>	<b>15</b>	<b>5</b>	<b>9</b>	<b>9</b>	<b>15</b>
NONLETHAL HP DAM										
TEMPORARY HP										
<b>TOTAL HP</b>	<b>152</b>	<b>FAVORED CLASS</b>	<b>Underterror</b>	<b>TOTALS</b>	<b>11</b>	<b>45</b>	<b>15</b>	<b>5</b>	<b>9</b>	<b>9</b>

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	<b>21</b>	-10+	<b>6</b>	<b>0</b>	<b>5</b>					
<b>TOUCH</b>	<b>15</b>	-10+			<b>5</b>					
<b>FLAT-FOOT</b>	<b>16</b>	-10+	<b>6</b>	<b>0</b>	<b>0</b>					

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	<b>6</b>	<b>5</b>	<b>1</b>			
<b>REF</b>	<b>14</b>	<b>9</b>	<b>5</b>			
<b>WILL</b>	<b>10</b>	<b>9</b>	<b>1</b>			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>	<b>16</b>	<b>11</b>		<b>5</b>		
<b>RANGED</b>	<b>16</b>	<b>11</b>		<b>5</b>		
<b>CMB</b>	<b>16</b>	<b>11</b>	<b>DEX</b>	<b>5</b>		
<b>CMD</b>	<b>31</b>	-10+	<b>16</b>	<b>10</b>		

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

**FEATS & FEATURES**  
 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Ahooling - monstrous humanoids (AAW:URC 11)  
 Darkvision 60'; Light Blindness: blinded 1 rd, dazzled  
 Underworld Resistances: cold 5 and sonic 5  
 Natural Weapon: bite 1d6  
 Vestigial Wings: Aid flight granted by other method; +4 fly  
 Snatch & Drop - grapple & move target half remaining move (ISMC-53)  
 Improved Evasion: Failed Reflex save, take 1/2 dam  
 Improved Dreadful Presence (Ex): transform into writhing mass;  
 & all w/in 60' -4 fear and Will save or shaken 1 rd/lvl  
 Flyby Attack - attack at any point during fly move  
 Terrifying Swoop - critical after Vampiric Charge - free Intimidate check w/ bonus effects  
 : failed saves shaken 1d4+4 rds; by 5 frightened 1d6+1; by 10 panicked 1d4+1 rds  
 Vampiric Charge - bite after charge w/o opportunity attacks, +2 CMB grapple  
 Vicious Bite - bite attack does 1 bleed damage

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  
 : 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  
 Hel Powers: lvl/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 (1 min/lvl) (3/day)  
 Intuitive Dodge (Combat) Add Wis Mod to AC  
 Extra Evolution (x3) +1 evolution point  
 Enduring Wings - triple flight time

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	45
<input checked="" type="checkbox"/> ACROBATICS	DEX	9	1	5	3
<input type="checkbox"/> APPRAISE	INT	1		1	
<input type="checkbox"/> BLUFF	CHA	3		3	
<input checked="" type="checkbox"/> CLIMB	STR	9	1	5	3
<input type="checkbox"/> CRAFT	INT	1		1	
<input type="checkbox"/> DIPLOMACY	CHA	3		3	
<input type="checkbox"/> DISABLE DEVICE	DEX			5	
<input checked="" type="checkbox"/> DISGUISE	CHA	3		3	
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX	5		5	
<input checked="" type="checkbox"/> FLY	DEX	24	12	5	3
<input type="checkbox"/> HANDLE ANIMAL	CHA			3	
<input type="checkbox"/> HEAL	WIS	1		1	
<input checked="" type="checkbox"/> INTIMIDATE	CHA	3		3	
<input checked="" type="checkbox"/> KN: arcana	INT			1	
<input checked="" type="checkbox"/> KN: dungeoneering	INT			1	
<input checked="" type="checkbox"/> KN: planes	INT			1	
<input type="checkbox"/> KN:	INT			1	
<input type="checkbox"/> KN:	INT			1	
<input type="checkbox"/> KN:	INT			1	
<input type="checkbox"/> LINGUISTICS	INT			1	
<input checked="" type="checkbox"/> PERCEPTION	WIS	19	15	1	3
<input type="checkbox"/> PERFORM	CHA	3		3	
<input type="checkbox"/> PROF:	WIS			1	
<input type="checkbox"/> RIDE	DEX	5		5	
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	1		1	
<input type="checkbox"/> SLEIGHT OF HAND	DEX			5	
<input type="checkbox"/> SPELLCRAFT	INT			1	
<input checked="" type="checkbox"/> STEALTH	DEX	23	15	5	3
<input checked="" type="checkbox"/> SURVIVAL	WIS	5	1	1	3
<input checked="" type="checkbox"/> SWIM	STR	5		5	
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA			3	
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	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		SPEED				
SLOW <input type="checkbox"/>	MEDIUM <input checked="" type="checkbox"/>	FAST <input type="checkbox"/>	635,000	/	890,000	
<b>INIT</b>	<b>5</b>	=	<b>5</b>	DEX MOD	+	MISC MOD
<b>SR</b>	<b>26</b>	<b>DR</b>				
<b>RESISTANCES</b>	cold 5, sonic 5					
<b>POOL POINTS</b>	<b>20</b>	evolution				

**ARMOR & WEAPONS**

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
armor ahooling studded leather armor +3	6	6	0	15	Lt	12.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
bite	+16	1d8+3	20,x2		S		+1+1d6 bleed damage+poison
ahooling macuahuitl +3 (exotic battle axe)	+16+3	1d8+3+3	20,x3		S	8.0	+1 bleed for BAB rds
ahooling blood darts (+1 cold iron)	+16+1	1d4+1	20,x2	20	P	0.5	+1 bleed & heal 5 hp
wing buffet (x2)	+16	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="4"/>
<input type="text" value="15"/>	2nd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="3"/>
<input type="text" value="16"/>	3rd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="2"/>
<input type="text" value="17"/>	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"/>

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"/>

**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
1			Bane - Enemies take -1 on attack rolls and saves against fear.	Enchantment					CRB
2			Deeper Darkness - 60-ft. radius of supernatural shadow - no darkvision	Evocation					CRB
2			Excruating Deformation - touch attack 2d6 pts damage, 1 pt Dex dam & 1 pt Con dam & speed -10	Transmutation					UM
2			Vision of Hell - Illusory hellscape makes creatures shaken.	Illusion					UM
3			Flesh to Ooze - transform target into gelatinous cube, jelly or pudding	Transmutation					DDR
3			Command, Greater - As command, but affects one subject/level.	Enchantment					CRB
4			summon monster VI - devils only	Conjuration					CRB