## Levira, Madame of the Damned

# Female ghoul cleric of Calistria 3 (Ghoul +2) - CL5 - CR

Chaotic Evil Undead; Deity: Calistria; Age: 56; Height: 5' 4 "; Weight: 130lb.; Eves: Milky; Hair: White; Skin: Corpse

Ability	Score	Modifier	Temporary				
STR STRENGTH	11	0					
DEX	15	+2					
CON	-	+2					
INT	13	+1					
WISDOM	16	+3					
<b>CHA</b> CHARISMA	14	+2					
Saving Throw	Total Base	Ability Resist Mi	sc Temp Notes				
FORTITUDE (CONSTITUTION)	+5 = +3 Channel Resistar	+2 ce: +2 bonus vs. char	neled energy				
REFLEX (DEXTERITY)	+3 = +1 Channel Resistar	+2	neled energy				
WILL (WISDOM)	+9 = +6 Channel Resistar	+3 are: +2 bonus vs. char	neled energy				
Immunity to Ability Drain Immunity to Nonlethal Damage							
Immunity to A	-	Immunity to Nor	-				
-		Immunity to Physic					
Immunity to D							
Immunity to Disease Immunity to Poison							
Increase it is the E	n a nan i Dualin	line ine i tra	to Close				
Immunity to E		Immunity	-				
Immunity to	Exhausted	Immunity to	Stunning				
Immunity to Immunity te	Exhausted o Fatigue	-	Stunning				
Immunity to	Exhausted o Fatigue	Immunity to	Stunning				
Immunity to Immunity te	Exhausted o Fatigue Affecting effects	Immunity te Undead	Stunning				
Immunity to Immunity to Immunity to Mind-/	Exhausted o Fatigue Affecting effects Armor Shield	Immunity te Undead	o Stunning I Traits				
Immunity to Immunity to Immunity to Mind-J Total AC 15 =	Exhausted o Fatigue Affecting effects Armor Shield	Immunity to Undeac Dex Size Natur Do +2 +2	o Stunning I Traits oflec Dodge Misc				
Immunity to Immunity to Immunity to Mind-A Total	Exhausted o Fatigue Affecting effects Armor Shield	Immunity to Undead Dex Size Natur Do +2 +2 -Footed AC	o Stunning I Traits				
Immunity to Immunity to Immunity to Mind-A Total AC 15 = Touch AC	Exhausted o Fatigue Affecting effects Armor Shield = 13 Flat BA	Immunity to Undead Dex Size Natur Do +2 +2 -Footed AC B Strength	o Stunning I Traits eflec Dodge Misc +1 12				
Immunity to Immunity to Immunity to Mind-J Total AC 15 =	Exhausted o Fatigue Affecting effects Armor Shield = 13 Flat	Immunity to Undead Dex Size Natur Do +2 +2 Footed AC B Strength	o Stunning I Traits eflec Dodge Misc +1 12				
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Immunity to Immunity to Immunity to Mind-A Total AC 15 = Touch AC	Exhausted o Fatigue Affecting effects Armor Shield = 13 Flat BA	Immunity to         Undead         Dex       Size         Natur       Dex         +2       +2         -Footed       AC         B       Strength         3       +0         BAB       Strength	Stunning   I Traits     eflec Dodge Misc   +1   12   Size Misc   -				
Immunity to Immunity to Mind-J Total AC 15 = Touch AC	Exhausted o Fatigue Affecting effects Armor Shield = 13 Flat BA +3 = +3 16 = 10	Immunity to         Undead         Dex       Size         +2       +2         +2       +2         -Footed AC       B         B       Strength         3       +0         BAB       Strength         +3       +0	Stunning   I Traits   effec Dodge Misc   +1   I2 Size Misc   -   Dexterity   Size				
Immunity to Immunity to Immunity to Mind-J Total AC 15 = Touch AC CM Bonus CM Defense	Exhausted o Fatigue Affecting effects Armor Shield = 13 Flat BA +3 = +3 16 = 10	Immunity to         Undead         Dex       Size         Natur       Dex         +2       +2         -Footed       AC         B       Strength         3       +0         BAB       Strength         +3       +0	Stunning   I Traits     effec Dodge Misc   +1   12   Size   Misc   -   -   Dexterity   Size   +2   -     HP				
Immunity to Immunity to Immunity to Mind-A Total AC 15 = Touch AC ( CM Bonus CM Defense Base Attac	Exhausted o Fatigue Affecting effects Armor Shield = 13 Flat BA +3 = +3 16 = 10 [ k	Immunity to Undeac Dex Size Natur Do +2 +2 -Footed AC B Strength 3 +0 BAB Strength +3 +0 H	Stunning   I Traits   effec Dodge Misc   +1   12 Size Misc   -   Dexterity   Size   Herein Size   +2				
Immunity to Immunity to Immunity to Mind-J Total AC 15 = Touch AC CM Bonus CM Defense	Exhausted         o Fatigue         Affecting effects         Armor Shield         =	Immunity to         Undead         Dex       Size         Natur       Dex         +2       +2         -Footed       AC         B       Strength         3       +0         BAB       Strength         +3       +0	Stunning   I Traits     effec Dodge Misc   +1   12   Size   Misc   -   -   Dexterity   Size   +2   -     HP				
Immunity to Immunity to Immunity to Mind-A Total AC 15 = Touch AC ( CM Bonus CM Defense Base Attac	Exhausted         o Fatigue         Affecting effects         Armor Shield         =	Immunity to Undeac Dex Size Natur Do +2 +2 -Footed AC B Strength 3 +0 BAB Strength +3 +0 H	Stunning   I Traits     effec Dodge Misc   +1   12   Size   Misc   -   -   Dexterity   Size   +2   -     HP				
Immunity to Immunity to Immunity to Mind-J Total AC 15 = Touch AC CM Bonus CM Defense Base Attac Initiative	Exhausted         o Fatigue         Affecting effects         Armor Shield         =	Immunity to         Undead         Dex       Size         +2       +2         -Footed AC       B         B       Strength         +3       +0         +2       -Footed AC         BAB       Strength         +3       +0	Stunning   I Traits     effec Dodge Misc   +1   12   Size   Misc   -   -   Dexterity   Size   +2   -     HP				
Immunity to Immunity to Immunity to Mind-J Total AC 15 = Touch AC CM Bonus CM Defense Base Attac Initiative	Exhausted o Fatigue Affecting effects Armor Shield = 13 Flat BA +3 = +3 16 = 10 [ k k Bite (	Immunity to         Undead         Dex       Size         Natur       Dr         +2       +2         -Footed       AC         B       Strength         3       +0         BAB       Strength         +3       +0         +3       +0         6       ft         0       ft         Ghoul)       Ft	Stunning   I Traits     effec Dodge Misc   +1   12   Size   Misc   -   -   Dexterity   Size   +2   -     HP				
Immunity to Immunity to Immunity to Mind- Total AC 15 = Touch AC [ CM Bonus CM Defense Base Attac Initiative Speed	Exhausted o Fatigue Affecting effects Armor Shield =	Immunity to Undeac Dex Size Natur De +2 +2 +2 -Footed AC B Strength +3 +0 +3 +0 +3 +0 +3 -0 ft Da Ghoul) s disease	b Stunning I Traits offec Dodge Misc +1 12 Size Misc  Dexterity Size +2 - HP 40 Image / Current HP Crit: ×2				
Immunity to Immunity to Immunity to Mind- Total AC 15 = Touch AC [ CM Bonus CM Defense Base Attac Initiative Speed	Exhausted o Fatigue Affecting effects Armor Shield =	Immunity to         Undead         Dex       Size         Natur       Dr         +2       +2         -Footed       AC         B       Strength         3       +0         BAB       Strength         +3       +0         +3       +0         6       ft         0       ft         Ghoul)       Ft	Stunning   I Traits     affec Dodge Misc   +1   12   Size   Misc   -   Dexterity   Size   +2   -     HP   40   Image / Current HP     Crit: ×2				





Skill Name	Total	Ability	Ranks	Temp			
Acrobatics	+4	DEX (2)	2				
Appraise	+1	INT (1)	-				
Bluff	+2	CHA (2)	-				
<sup>©</sup> Climb	+5	STR (0)	2				
Diplomacy	+2	CHA (2)	-				
Disguise	+2	CHA (2)	-				
Escape Artist	+2	DEX (2)	-				
<sup>0</sup> Fly	+2	DEX (2)	-				
Heal	+3	WIS (3)	-				
Intimidate	+2	CHA (2)	-				
Linguistics	+6	INT (1)	2				
Perception	+8	WIS (3)	2				
Profession (courtesean)	+9	WIS (3)	3				
<sup>0</sup> Ride	+2	DEX (2)	-				
Sense Motive	+3	WIS (3)	-				
<sup>U</sup> Stealth	+8	DEX (2)	3				
Survival	+3	WIS (3)	-				
<sup>0</sup> Swim	+2	STR (0)	2				
Use Magic Device	+5	CHA (2)	3				
Feats							

Armor Proficiency (Light) Armor Proficiency (Medium) Dodge Improved Channel Shield Proficiency Simple Weapon Proficiency - All Weapon Finesse

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Total Weight Carried: 0/115 lbs, Light Load (Light: 38 lbs, Medium: 76 lbs, Heavy: 115 lbs) Money

#### **Special Abilities**

Aura (Ex) Channel Resistance +2 Cleric Channel Negative Energy 2d6 (5/day, DC 15) (Su) Cleric Domain (Lust) Cleric Domain (Trickery) Darkvision (60 feet) Disease (DC 13) (Su) Paralysis (1d4+1elves are immune, DC 13, DC 13) Spontaneous Casting

## **Spell-Like Abilities**

Copycat (6/day) (Sp)

Dazing Touch (6/day) (Sp)

#### Tracked Resources

Cleric Channel Negative Energy 2d6 (5/day, DC 15) (Su)

#### Languages

Common Halfling Polyglot Varisian

#### **Spells & Powers**

Cleric spells memorized (CL 3rd; concentration +6) Melee Touch +5 Ranged Touch +5 2nd—desecrate, eagle's splendor, touch of idiocy<sup>D</sup> 1st—charm person<sup>D</sup> (DC 14), inflict light wounds (DC 14), murderous command<sup>UM</sup> (DC 14), protection from good 0th (at will)—create water, guidance, light, purify food and drink (DC 13)

[D] Domain spell; Domains Charm, Lust, Trickery

#### Background

Madame of the prostitute group aboard the shipwrecked Infernus. Worshipper of Calistria. Though somewhat misanthropic before being inflicted with Carrion Hill Ghoul Fever, becoming an intelligent undead has caused Levira to become murderously insane.

MORALE: Relies on the subordinate ship whores (who she views as expendable) and Magic Mikael's spells to keep any attackers at bay. Uses Channel Energy extensively.

# **Experience & Wealth**

Current Cash: You have no money!