

Anachorita
 CHARACTER
 Giant Hermit Crab Large Female
 RACE & LA SIZE GENDER
 111 Neutral Erecura
 AGE ALIGNMENT DEITY
 Mount of Loricatus Carcinus, Crabman Cavalier
 PLAYER
 12'0" 2900 lbs none black mottled orange
 HEIGHT WEIGHT HAIR EYES SKIN
 Loric Fells, River Kingdoms
 HOMELAND & BACKGROUND OCCUPATION



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

LANGUAGES: -

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	24	7	24			
DEX	11	0	11			
CON	18	4	18			
INT	3	-4	3			
WIS	10	0	10			
CHA	2	-4	2			

HITPOINTS			CLASS RECORDER										
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS			
24	23	2	Cavalier's Mount	1	2	1	3	3	0	1			
TOTAL HP			24	FAVORED CLASS	Cavalier's Mount	TOTALS	1	2	1	3	3	0	1

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	16	-10+	0	0	0	-1	7			
TOUCH	9	-10+			0	-1				
FLAT-FOOT	16	-10+	0	0	0	-1	7			

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

SAVING THROWS						
FORT	REF	WILL	CLASS BASE	ABILITY	ENHANCE	MISC
7	3	0	3	4		
3	3	0	3	0		
0	0	0	0	0		



ATTACKS						
MELEE	RANGED	CMB	CMD	BASE ATTACK BONUS	TEMP	ABILITY
7	0	9	19	1		7
				1		0
				1	STR	7
				-10+	B1B	0
					DEX	7
						-1
						2

SKILLS						RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC		2
<input checked="" type="checkbox"/> ACROBATICS *	DEX	0	0			
<input type="checkbox"/> APPRAISE	INT	-4	-4			
<input type="checkbox"/> BLUFF	CHA	-4	-4			
<input checked="" type="checkbox"/> CLIMB *	STR	7	7			
<input type="checkbox"/> CRAFT:	INT	-4	-4			
<input type="checkbox"/> DIPLOMACY	CHA	-4	-4			
<input type="checkbox"/> DISABLE DEVICE *	DEX		0			
<input type="checkbox"/> DISGUISE	CHA	-4	-4			
<input checked="" type="checkbox"/> ESCAPE ARTIST *	DEX	0	0			
<input checked="" type="checkbox"/> FLY *	DEX	0	0			
<input type="checkbox"/> HANDLE ANIMAL	CHA		-4			
<input type="checkbox"/> HEAL	WIS	0	0			
<input checked="" type="checkbox"/> INTIMIDATE	CHA	-4	-4			
<input type="checkbox"/> KN:	INT		-4			
<input type="checkbox"/> KN:	INT		-4			
<input type="checkbox"/> KN:	INT		-4			
<input type="checkbox"/> KN:	INT		-4			
<input type="checkbox"/> KN:	INT		-4			
<input type="checkbox"/> KN:	INT		-4			
<input type="checkbox"/> KN:	INT		-4			
<input type="checkbox"/> LINGUISTICS	INT		-4			
<input checked="" type="checkbox"/> PERCEPTION	WIS	4	1	0	3	
<input type="checkbox"/> PERFORM:	CHA	-4	-4			
<input type="checkbox"/> PROF:	WIS		0			
<input checked="" type="checkbox"/> RIDE *	DEX	0	0			
<input type="checkbox"/> SENSE MOTIVE	WIS	0	0			
<input type="checkbox"/> SLEIGHT OF HAND *	DEX		0			
<input type="checkbox"/> SPELLCRAFT	INT		-4			
<input checked="" type="checkbox"/> STEALTH *	DEX	0	1	0	3	-4
<input checked="" type="checkbox"/> SURVIVAL	WIS	0	0			
<input checked="" type="checkbox"/> SWIM *	STR	15	7		8	
<input type="checkbox"/> USE MAGIC DEVICE	CHA		-4			
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					

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

Cavalier's Mount (as Druid's Animal Companion) Mount Feats (1) Bonus Trick (1)
 Natural Armor +0 AC; Str/Dex +0 Toughness +hp
 Link: Master gains +4 Handle Animal Checks Improved Natural Attack (pincers)
 Combat Trained w/Light Armor Proficiency
 Race: Giant Hermit Crab
 darkvision 60 ft.; Natural Armor +7
 amphibious - can breathe air or water
 water dependent - stay out of water for 18 hours then must submerge briefly again
 Immune mind-affecting effects
 Racial Skills +8 swim +4 grapple; +12 vs trip
 Large -1 AC, -1 attack, +1 CMB, +1 CMD, -4 Stealth

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	30		20		
INIT	0	=	0	DEX MOD	+ MISC MOD
HERO					
SR					
DR					
RESISTANCES					
POOL POINTS					

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR						
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
pincers (2)	+8	1d8+7	20,x2		S		+grab & constrict 1d6+7