

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	25	7	24	1		
DEX	12	1	11	1		
CON	19	4	18	1		
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	
60	55	5	Cavalier's Mount	3	5	5	4	4	1	5	
NONLETHAL HP DAM											
TEMPORARY HP											
<b>TOTAL HP</b>	60	FAVORED CLASS	Cavalier's Mount	<b>TOTALS</b>	3	5	5	4	4	1	5

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	19	-10+	0	0	1	-1	9			
TOUCH	10	-10+			1	-1				
FLAT-FOOT	18	-10+	0	0	0	-1	9			

ARMOR CHECK PENALTY	MAXIMUM DEX	SPELL FAILURE
0	--	0%

SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
FORT	8	4	4			
REF	5	4	1			
WILL	1	1	0			



ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE	9		7	-1		
RANGED	3		1	-1		
CMB	11	3	STR	7	-1	2
CMD	22	-10+	B3B	0	STR & DEFLECT	8

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

Cavalier's Mount (as Druid's Animal Companion)	Mount Feats (3) & Bonus Tricks (2)
Natural Armor +2 AC; Str/Dex +1	Toughness +hp
Link: Master gains +4 Handle Animal Checks	Improved Natural Attack (pincers)
Combat Trained w/Light Armor Proficiency	Improved Bull Rush - No opportunity attack on bull rush
Race: Giant Hermit Crab	Endurance - +4 Endurance related checks
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	
Evasion - made Reflex saves for 1/2 dam take 0	

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	5
* ACROBATICS	DEX	1	1		
* APPRAISE	INT	-4	-4		
* BLUFF	CHA	-4	-4		
* CLIMB	STR	11	1	7	3
* CRAFT	INT	-4	-4		
* DIPLOMACY	CHA	-4	-4		
* DISABLE DEVICE	DEX		1		
* DISGUISE	CHA	-4	-4		
* ESCAPE ARTIST	DEX	1	1		
* FLY	DEX	1	1		
* HANDLE ANIMAL	CHA		-4		
* HEAL	WIS	0	0		
* INTIMIDATE	CHA	-4	-4		
* KN:	INT		-4		
* KN:	INT		-4		
* KN:	INT		-4		
* KN:	INT		-4		
* KN:	INT		-4		
* KN:	INT		-4		
* KN:	INT		-4		
* LINGUISTICS	INT		-4		
* PERCEPTION	WIS	4	1	0	3
* PERFORM	CHA	-4	-4		
* PROF:	WIS		0		
* RIDE	DEX	1	1		
* SENSE MOTIVE	WIS	0	0		
* SLEIGHT OF HAND	DEX		1		
* SPELLCRAFT	INT		-4		
* STEALTH	DEX	1	1	1	3
* SURVIVAL	WIS	4	1	0	3
* SWIM	STR	19	1	7	3
* USE MAGIC DEVICE	CHA		-4		
* STR	STR				
* STR	STR				
* STR	STR				
* STR	STR				
* STR	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 SLOW  MEDIUM  FAST  15,000 / 23,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
	30		20		
INIT	1	=	1	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)	+9	1d8+7	20,x2		S		+grab & constrict 1d6+7