

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	27	8	24	3		
DEX	14	2	11	3		
CON	20	5	18	2		
INT	3	-4	3			
WIS	10	0	10			
CHA	2	-4	2			

HITPOINTS			
CURRENT HP	HP GAINED	HD	FAVORED CLASS
114	104	9	Cavalier's Mount
NONLETHAL HP DAM			
TEMPORARY HP			
TOTAL HP	114		Cavalier's Mount

CLASS RECORDER									
CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS		
Cavalier's Mount	6	9	10	6	6	3	10		
TOTALS	6	9	10	6	6	3	10		

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	24	-10+	0	0	2	-1	13			
TOUCH	11	-10+			2	-1				
FLAT-FOOT	22	-10+	0	0	0	-1	13			

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

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	11	6	5			
REF	8	6	2			
WILL	3	3	0			



ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	13	6		8	-1	
RANGED	7	6		2	-1	
CMB	15	6	STR	8	-1	2
CMD	27	-10+	B6B	0	10	-1

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

Cavalier's Mount (as Druid's Animal Companion)	Mount Feats (5) & Bonus Tricks (4)
Natural Armor +6 AC; Str/Dex +3	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	Valiant Steed +4 vs Fear & Emotion;
amphibious - can breathe air or water	- Rider gains +4 Handle Animal & Ride
water dependent - stay out of water for 18 hours then must submerge briefly again	Improved Initiative +4
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	
Devotion - +4 Will saves vs Enchantment effects	
Multiattack - second set of pincer attacks @ -5 to hit	

SKILLS						RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC	9
<input checked="" type="checkbox"/> Acrobatics +	DEX 2		2			
<input type="checkbox"/> Appraise	INT -4		-4			
<input type="checkbox"/> Bluff	CHA -4		-4			
<input checked="" type="checkbox"/> Climb +	STR 12	1	8	3		
<input type="checkbox"/> Craft	INT -4		-4			
<input type="checkbox"/> Diplomacy	CHA -4		-4			
<input type="checkbox"/> Disable Device +	DEX		2			
<input type="checkbox"/> Disguise	CHA -4		-4			
<input checked="" type="checkbox"/> Escape Artist +	DEX 2		2			
<input checked="" type="checkbox"/> Fly +	DEX 2		2			
<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		-4			
<input checked="" type="checkbox"/> Kn:	INT -4		-4			
<input type="checkbox"/> Kn:	INT -4		-4			
<input type="checkbox"/> Kn:	INT -4		-4			
<input type="checkbox"/> Kn:	INT -4		-4			
<input type="checkbox"/> Kn:	INT -4		-4			
<input type="checkbox"/> Linguistics	INT -4		-4			
<input checked="" type="checkbox"/> Perception	WIS 6	3	0	3		
<input type="checkbox"/> Perform:	CHA -4		-4			
<input type="checkbox"/> Prof:	WIS		0			
<input checked="" type="checkbox"/> Ride +	DEX 2		2			
<input type="checkbox"/> Sense Motive	WIS 0		0			
<input type="checkbox"/> Sleight of Hand +	DEX		2			
<input type="checkbox"/> Spellcraft	INT		-4			
<input checked="" type="checkbox"/> Stealth +	DEX 4	3	2	3	-4	
<input checked="" type="checkbox"/> Survival	WIS 4	1	0	3		
<input checked="" type="checkbox"/> Swim +	STR 20	1	8	3	8	
<input type="checkbox"/> Use Magic Device	CHA		-4			
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
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<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 SLOW MEDIUM FAST 105,000 / 155,000

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	30		20		
INIT	6	=	2	DEX MOD	+ 4
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)	+13	1d8+8	20,x2		S		+grab & constrict 1d6+7