

Bellum Sacerdos

CHARACTER
Huggermugger **Small** **Female**
RACE & LA SIZE GENDER
24 **Lawful Neutral** **Erecura**
AGE ALIGNMENT DEITY

PLAYER
3'9" **80 lbs** **black** **dark** **pale**
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: **Huggermugger, Common, Undercommon**

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	16	3	16			
DEX	22	6	16	6		
CON	14	2	14			
INT	12	1	12			
WIS	20	5	18	2		
CHA	14	2	12	2		

HITPOINTS			CLASS RECORDER										
CURRENT HP	HP GAINED	HD	CLASS NAME		BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS		
26	16	2	Huggermugger		1	6		3	0	0	2		
	10	1	Cavalier		1	5		2	0	0	1		
NONLETHAL HP DAM													
TEMPORARY HP													
TOTAL HP			26	FAVORED CLASS	Warpriest	TOTALS	2	11	0	5	0	0	3

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	26	-10+	9	0	5	1		1		
TOUCH	16	-10+			5	1				
FLAT-FOOT	21	-10+	9	0	0	1		1		

ARMOR CHECK PENALTY **-2**
 MAXIMUM DEX **5**
 SPELL FAILURE **40%**

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	7	5	2			
REF	6	0	6			
WILL	5	0	5			



ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	6	2		3	1	
RANGED	9	2		6	1	
CMB	7	2	DEX	6	1	-2
CMD	20	-10+	B2B	0	9	-2

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: **Huggermugger (ToHC-374) (Humanoid) HD: d8** **Huggermugger Feats (1) & skills: 2 + Int Mod/lvl**

Small: **+1 AC, +1 attack, +4 Stealth Hide** **Power Attack -1 attack for +2 damage**

Darkvision 60'; Lowlight Vision; Natural Armor +1 AC **Precise Strike (T) - Deal +1d6 dam on foe flanked by ally**

Racial Skills +4 Sleight of Hand & Stealth, Track is class skill **Two Weapon Fighting - (Hook Blades)**

Racial Weapon Proficiency: **Hook-Blade**

Special Attacks: **Confusion Aura 3 huggermuggers - aura of confusion**

Natural Cunning: **Never Lost & Never Flat-footed**

Class: **Cavalier HD: d10 skills: 4 + Int Mod**

Weapon Prof: **All simple & martial**

Armor Prof: **Light, Medium & Heavy Armor & Shields**

Challenge (Ex) 1/day +1 damage, -2 AC all other foes

Mount (Ex) - as animal companion (see separate sheet)

Giant Dire Rat named **Rattus Terribilis**

Order of the Beast (ISC) +1/4 attack for cleave in challenge

Tactician - grant Teamwork feat to allies w/in 30' (1/day)

SKILLS					RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS *	DEX 4		6		
* APPRAISE	INT 1		1		
* BLUFF	CHA 2		2		
* CLIMB *	STR 5	1	3	3	
* CRAFT:	INT 1		1		
* DIPLOMACY	CHA 2		2		
* DISABLE DEVICE *	DEX		6		
* DISGUISE	CHA 2		2		
* ESCAPE ARTIST *	DEX 4		6		
* FLY *	DEX 4		6		
* HANDLE ANIMAL	CHA 8	3	2	3	
* HEAL	WIS 5		5		
* INTIMIDATE	CHA 6	1	2	3	
* KN: local	INT		1		
* KN: nobility	INT		1		
* KN:	INT		1		
* KN:	INT		1		
* KN:	INT		1		
* KN:	INT		1		
* LINGUISTICS	INT		1		
* PERCEPTION	WIS 5		5		
* PERFORM:	CHA 2		2		
* PROF:	WIS		5		
* RIDE *	DEX 10	3	6	3	
* SENSE MOTIVE	WIS 9	1	5	3	
* SLEIGHT OF HAND *	DEX		6	4	
* SPELLCRAFT	INT		1		
* STEALTH *	DEX 12		6	8	
* SURVIVAL	WIS 9	1	5	3	
* SWIM *	STR 5	1	3	3	
* USE MAGIC DEVICE	CHA		2		
	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 **0 / 2,000**

SPEED **30** BASE FLY SWIM CLIMB MISC

INIT **6** = **6** DEX MOD + **0** MISC MOD

HERO **0**

SR **0** DR **0**

RESISTANCES

POOL POINTS

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Order of Erecura Half-plate (agile) +1	9	5	-2	40	H	28.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Hook-Blade (x2)	+6	1d4+3	20,x2		S	2.0	