

**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, Infernal**

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
<b>STR</b>	<b>16</b>	<b>3</b>	<b>16</b>			
<b>DEX</b>	<b>22</b>	<b>6</b>	<b>16</b>	<b>6</b>		
<b>CON</b>	<b>14</b>	<b>2</b>	<b>14</b>			
<b>INT</b>	<b>12</b>	<b>1</b>	<b>12</b>			
<b>WIS</b>	<b>22</b>	<b>6</b>	<b>18</b>	<b>2</b>	<b>2</b>	
<b>CHA</b>	<b>14</b>	<b>2</b>	<b>12</b>	<b>2</b>		

HITPOINTS		
CURRENT HP	HP GAINED	HD
<b>62</b>	<b>16</b>	<b>2</b>
	<b>10</b>	<b>1</b>
	<b>32</b>	<b>4</b>
NONLETHAL HP DAM		
TEMPORARY HP		
<b>TOTAL HP</b>	<b>62</b>	<b>FAVORED CLASS</b>

CLASS RECORDER									
CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS		
<b>Huggermugger</b>	<b>1</b>	<b>6</b>		<b>3</b>	<b>0</b>	<b>0</b>	<b>2</b>		
<b>Cavalier</b>	<b>1</b>	<b>5</b>		<b>2</b>	<b>0</b>	<b>0</b>	<b>1</b>		
<b>Warpriest</b>	<b>3</b>	<b>12</b>	<b>4</b>	<b>4</b>	<b>1</b>	<b>4</b>	<b>4</b>		
<b>TOTALS</b>	<b>5</b>	<b>23</b>	<b>4</b>	<b>9</b>	<b>1</b>	<b>4</b>	<b>7</b>		

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	<b>28</b>	-10+	<b>11</b>	<b>0</b>	<b>5</b>	<b>1</b>		<b>1</b>		
<b>TOUCH</b>	<b>16</b>	-10+			<b>5</b>	<b>1</b>				
<b>FLAT-FOOT</b>	<b>23</b>	-10+	<b>11</b>	<b>0</b>	<b>0</b>	<b>1</b>		<b>1</b>		

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

SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
<b>FORT</b>	<b>11</b>	<b>9</b>	<b>2</b>			
<b>REF</b>	<b>7</b>	<b>1</b>	<b>6</b>			
<b>WILL</b>	<b>10</b>	<b>4</b>	<b>6</b>			



ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
<b>MELEE</b>	<b>9</b>		<b>3</b>	<b>1</b>		
<b>RANGED</b>	<b>12</b>		<b>6</b>	<b>1</b>		
<b>CMB</b>	<b>10</b>	<b>5</b>	<b>WIS</b>	<b>6</b>	<b>-2</b>	
<b>CMD</b>	<b>23</b>	-10+	<b>B5B</b>	<b>0</b>	<b>9</b>	

**FEATS & FEATURES**

Race: **Huggermugger (ToHC-374) (Humanoid) HD: d8**  
 Small: **+1 AC, +1 attack, +4 Stealth Hide**  
 Darkvision 60'; Lowlight Vision; Natural Armor +1 AC  
 Racial Skills +4 Sleight of Hand & Stealth, Track is class skill  
 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)

Huggermugger Feats (1) & skills: **2 + Int Mod/lvl**  
**Power Attack -1 attack for +2 damage**  
**Precise Strike (T) - Deal +1d6 dam on foe flanked by ally**  
**Two Weapon Fighting - (Hook Blades)**  
**Improved Unarmed Strike (Warpriest bonus feat)**  
**Focus Weapon (Hook Blades) +1**  
**Mounted Combat - Avoid attacks on mount with Ride check**  
**Bonded Mind (T) - send nonverbal message to allies**  
**Horde Charge (T) +2 attack & dam when charging w/ ally**

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

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 **15,000** / **23,000**  
 SLOW  MEDIUM  FAST

**SPEED** **30**  
**INIT** **6** = **6** DEX MOD + **0** MISC MOD  
**HERO**  
**SR** **DR**  
**RESISTANCES**  
**POOL POINTS**

**ARMOR & WEAPONS**

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
<b>Order of Erecura Half-plate (agile) +3</b>	<b>11</b>	<b>5</b>	<b>-2</b>	<b>40</b>	<b>H</b>	<b>28.0</b>

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
<b>Hook-Blade +3 (x2)</b>	<b>+9+3+1</b>	<b>1d6+3+3</b>	<b>20,x2</b>		<b>S</b>	<b>2.0</b>	



**SPELLS PER DAY**

CLASS  LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
16	0	4	4			
17	1st	5	3	2		
18	2nd	3	1	2		
	3rd			1		
	4th			1		
	5th			1		
	6th			1		
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL  MEDIUM: 100FT + 10FT / LVL  LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS <input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

**BLOODLINES & PATRONS**

BLOODLINE/PATRON

BLOODLINE/PATRON

**DOMAINS**

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

**WIZARD SPECIALITY SCHOOL**

SPECIALITY

FOCUSED

PROHIBITED

PROHIBITED

**SPELLS PER DAY**

CLASS  LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL  MEDIUM: 100FT + 10FT / LVL  LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS <input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

**SPELLS**

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Create Water - Creates 2 gallons/level of pure water.	Conjuration					
0			Detect Magic - Detects spells and magic items within 60 ft.	Divination					
0			Enhanced Diplomacy - Touched creature gains +2 on one Diplomacy or Intimidate check.	Divination					
0			Guidance - Touched creature gains +1 on one attack roll, saving throw, or skill check.	Divination					
0			Read Magic - Read scrolls and spellbooks.	Divination					
0			Spark - Ignites flammable objects.	Evocation					
0			Stabilize - Cause a dying creature to stabilize.	Conjuration					
0			Resistance - Touched creature gains +1 on saving throws.	Abjuration					
0			Bleed - Cause a stabilized creature to resume dying.	Necromancy					
1			Bane - Enemies take -1 on attack rolls and saves against fear.	Enchantment					
1			Cause Fear - One creature of 5 HD or less flees for 1d4 rounds.	Necromancy					
1			Clairon Call - sound horn or voice heard over great distance	Illusion					
1			Command - One subject obeys selected command for 1 round.	Enchantment					
1			Curse Water - Makes unholy water.	Necromancy					
1			Detect Chaos/evil/Good/Law - Reveals creatures, spells, or objects of selected alignment.	Divination					
1			Divine Favor - You gain +1 per three levels on attack and damage rolls.	Evocation					
1			Doom - One subject takes -2 on attack rolls, damage rolls, saves, and checks.	Necromancy					
1			Forbid Action - Target obeys your command to not do something.	Enchantment					
1			Inflict Light Wounds - Touch deals 1d8 damage +1/level (max +5).	Necromancy					
1			Know the Enemy - Gain +10 on a monster Knowledge check.	Divination					
1			Murderous Command - Target is compelled to kill its ally.	Enchantment					
1			Protection from Chaos/evil/Good/Law +2 to AC and saves against selected alignment.	Abjuration					
1			Summon Monster I - Summons extraplanar creature to fight for you.	Conjuration					
1			Touch of Bloodletting - This spell causes existing wounds on a target to bleed profusely.	Necromancy					
2			Aid - +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).	Enchantment					
2			Augury - Learns whether an action will be good or bad.	Divination					
2			Bear's Endurance - Subject gains +4 to Con for 1 min./level.	Transmutation					
2			Bull's Strength - Subject gains +4 to Str for 1 min./level.	Transmutation					
2			Darkness - 20-ft. radius of supernatural shadow.	Evocation					
2			Desecrate - Fills area with negative energy, making undead stronger.	Necromancy					
2			Inflict Moderate Wounds - Touch attack, 2d8 damage + 1/level (max +10).	Necromancy					
2			Restoration, Lesser - Dispels magical ability penalty or repairs 1d4 ability damage.	Conjuration					
2			Silence - Negates sound in 20-ft. radius.	Illusion					