Small Huggermugger Female

Order of Erecura Half-plate (agile) +3

3'9"

80 lbs

black

dark

pale

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FEATS & FFATURES  Race: Huggermugger (ToHC-374) (Humanoid) HD: d8 Huggermugger Feats (1) & skills: 2 + Int Mod/Ivl Small: +1 AC, +1 attack, +4 Stealth Hide Power Attack -1 attack for +2 damage  Darkvision 60'; Lowlight Vision; Natural Armor +1 AC Racial Skills +4 Sleight of Hand & Stealth, Track is class skill Two Weapon Fighting - (Hook Blades)  Racial Weapon Proficiency: Hook-Blade Improved Unarmed Strike (Warpriest bonus feat)  Special Attacks: Confusion Aura 3 huggermuggers - aura of confusion Potass: Cavalier HD: d10 skills: 4 + Int Mod Bonded Mind (T) - send nonverbal message to allies  Weapon Prof: All simple & martial Horde Charge (T) +2 attack & dam when charging w/ ally  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 feet to allies w/in 30' (1/day)  ARMOR & WEAPONS  Power Attack -1 attack for +2 damage Power Attack (1) & skills: 2 + Int Mod/Ivl Sk		20	1=10+		DENCECT	DEX	ш.											_		_			
Race: Huggermugger (ToHC-374) (Humanoid) HD: d8 Small: +1 AC, +1 attack, +4 Stealth Hide Power Attack -1 attack for +2 damage Darkvision 60'; Lowlight Vision; Natural Armor +1 AC Racial Skills +4 Sleight of Hand & Stealth, Track is class skill Racial Weapon Proficiency: Hook-Blade 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 Horde Charge (T) +2 attack & dam when charging w/ ally 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  ARMOR & WEAPONS  Power Attack: (1) & skills: 2 + Int Mod/Ivl  #2 SPELLCRAFT INT 8						EE/	TC & E	EATIID	DEC						_		_	10	1	$\rightarrow$	3	4	
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 Profi. 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  ARMOR & WEAPONS  Power Attack for +2 damage Precise Strike (T) - Deal +1d6 dam on foe flanked by ally Two Weapon Floth (Bade on the flanked by ally Two Weapon Fighting - (Hook Blades) Two Weapon Fighting - (Hook Blades) 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  Focus Weapon Hook Blades)  Horde Charge (T) +2 attack & dam when charging w/ ally  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  Focus Weapon Frofi. 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  Focus Weapon Frofi. Light, Medium & Heavy Armor & Shields  Focus Weapon Frofi. Light, Medium & Heavy Armor & Shields  Focus Weapon Frofi. Light, Medium & Heavy Armor & Shields  Focus Weapon Frofi. Light, Medium & Heavy Armor & Shields  Focus Weapon Frofi. Light, Medium & Heavy Armor & Shields  Focus Weapon Frofi. Light, Medium & Heavy Armor & Shields  Focus Weapon Frofi. Light, Medium & Heavy Armor & Shields  Focus Weapon Frofi. Light, Medium & Heavy Armor & Shields  Focus Weapon Frofi. Light, Medium & F					CLASS FE			FEATS, AND CHARACTER FEATURES										8	4	$\overline{}$	3	7	
Darkvision 60'; Lowlight Vision; Natural Armor +1 AC Racial Skills +4 Sleight of Hand & Stealth, Track is class skill Racial Weapon Proficiency: Hook-Blade Racial Weapon Proficiency: Hook-Blades Racial Weapon Proficiency: Hook-Blade Racial Weapon Proficiency: Hook-Blades Racial Racial Meapon Proficiency: Hook-Blades Racial	Race:	Huggermug	ger (To	HC-374	1) (Huma	anoid) H	ID: d8	Huggermugger Feats (1) & skills: 2 + Int Mod/lvl							<b>*</b> ☑ STEALTH •		EX	12		6		8	
Darkvision 60'; Lowlight Vision; Natural Armor +1 AC Racial Skills +4 Sleight of Hand & Stealth, Track is class skill Racial Weapon Proficiency: Hook-Blade Improved Unarmed Strike (Warpriest bonus feat) 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 feet to allies w/in 30' (1/day)  Precise Strike (T) - Deal +1d6 dam on foe flanked by ally Two Weapon fighting - (Hook Blades) Two Weapon Fighting - (Hook Blades) Improved Unarmed Strike (Warpriest bonus feat) Improved Unarmed Strike (Wa	Small:	+1 AC, +1	attack	, +4 Ste	ealth Hi	de		Power Attack -1 attack for +2 damage									_	$\overline{}$	<del></del>	$\overline{}$			
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  Mounted Combat - Avoid attacks on mount with Ride check  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 feet to allies w/in 30' (1/day)  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  EXPERIENCE  STR  IMMARK A TO SHOW A CLASS SKILL CLASS SKILLS WITH BANKE CAIN A -3 TRAINED BOY  ARMOR & WEAPONS  MARK A TO SHOW A CLASS SKILL CLASS SKILL CLASS SKILLS WITH BANKE CAIN A -3 TRAINED BOY  BASE FIX  SWILL CAN BE USED UNITABLIED BOY  ARMOR & WEAPONS  MARK A TO SHOW A CLASS SKILL CLASS SKILL CLASS SKILLS WITH BANKE CAIN A -3 TRAINED BOY  BASE FIX  SWILL CAN BE USED UNITABLIED BOY  ARMOR & WEAPONS  To SHOW A CLASS SKILL CLASS SKILL CLASS SKILLS WITH BANKE CAIN A -3 TRAINED BOY  BASE FIX  STR  IMMARK A TO SHOW A CLASS SKILL CLASS SKILLS WITH BANKE CAIN A -3 TRAINED BOY  BASE FIX  STR  IMMARK A TO SHOW A CLASS SKILL CLASS SKILLS WITH BANKE CAIN A -3 TRAINED BOY  BASE FIX  STR  IMMARK A TO SHOW A CLASS SKILL CLASS SKILLS WITH BANKE CAIN A -3 TRAINED BOY  BASE FIX  STR  IMMARK A TO SHOW A CLASS SKILL CLASS SKILL CLASS SKILLS WITH BANKE CAIN A -3 TRAINED BOY  BASE FIX  STR  IMMARK A TO SHOW A CLASS SKILL CLASS	Darkvis	sion 60'; Lov	wlight \	/ision; N	Natural .	Armor -	+1 AC	Precise	e Strike	(T) - Dea	al +1d6	dam c	n foe	flanked by ally				5	1	_	3		
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 feet to allies w/in 30' (1/day)  Improved Unarmed Strike (Warpriest bonus feat)  Focus Weapon (Hook Blades) +1  STR  STR  STR  STR  STR  STR  STR  ST	Racial S	Skills +4 Sleig	ht of Ha	nd & Ste	ealth Tra	ıck is cla	ss skill	Two V	Veanon	Fightin	a - (Hc	nok Bl	ades)										
Special Attacks: Confusion Aura 3 huggermuggers - aura of confusion Natural Cunning: Never Lost & Never Flat-footed Mounted Combat - Avoid attacks on mount with Ride check Class: Cavalier HD: d10 skills: 4 + Int Mod Bonded Mind (T) - send nonverbal message to allies 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 feet to allies w/in 30' (1/day)  ARMOR & WEAPONS  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  EXPERIENCE  15,000 / 23,000  EXPERIENCE  15,000 / 23,000  INIT 6 = 6 DEX																	F	$\dashv$					
Natural Cunning: Never Lost & Never Flat-footed  Mounted Combat - Avoid attacks on mount with Ride check  Class: Cavalier HD: d10 skills: 4 + Int Mod  Bonded Mind (T) - send nonverbal message to allies  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 feet to allies w/in 30' (1/day)  ARMOR & WEAPONS  Mounted Combat - Avoid attacks on mount with Ride check  STR  Mounted Combat - Avoid attacks on mount with Ride check  STR  Mounted Combat - Avoid attacks on mount with Ride check  STR  MARKA TO SHOW A CLASS SKILL SWITH RANKS GAIN A + 3 TRAINED DOWN A SKILL CLASS SKILL SWITH RANKS GAIN A + 3 TRAINED DOWN A SKILL CLASS SKILL SWITH RANKS GAIN A + 3 TRAINED DOWN A SKILL CLASS SKILL CLASS SKILL SWITH RANKS GAIN A + 3 TRAINED DOWN A SKILL CLASS SKILL SWITH RANKS GAIN A + 3 TRAINED DOWN A SKILL CLASS SKILL SWITH RANKS GAIN A + 3 TRAINED DOWN A SKILL CLASS SKILL SWITH RANKS GAIN A + 3 TRAINED DOWN A SKILL CLASS SKILL SWITH RANKS GAIN A + 3 TRAINED DOWN A SKILL CLASS SKILL SWITH RANKS GAIN A + 3 TRAINED DOWN A SKILL CLASS SKILL SWITH RANKS GAIN A + 3 TRAINED DOWN A SKILL															_		╁	$\dashv$	$\dashv$				
Class: Cavalier HD: d10 skills: 4 + Int Mod  Bonded Mind (T) - send nonverbal message to allies  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 feet to allies w/in 30' (1/day)  ARMOR & WEAPONS  Bonded Mind (T) - send nonverbal message to allies  #ARMOR & WEAPONS  MARKA TO SHOWA CLASS SKILL CLASS SKILL SWITH RANKS CAIN A +3 TRAINED BOY  *SKILL CAN BE USED UNITAINED ** ARMOR CLASS SKILL CLASS SKILL CLASS SKILL CLASS SKILL SWITH RANKS CAIN A +3 TRAINED BOY  *SKILL CAN BE USED UNITAINED ** ARMOR CLASS SKILL SWITH RANKS CAIN A +3 TRAINED BOY  *SKILL CAN BE USED UNITAINED ** ARMOR CLASS SKILL														_		F							
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 feet to allies w/in 30' (1/day)  ARMOR & WEAPONS  Horde Charge (T) +2 attack & dam when charging w/ ally  EXPERIENCE  SOUND MEDIUM W FAST D  15,000 / 23,000  10,000 MEDIUM W FAST D  15,000 / 23,000  15,000 MEDIUM W FAST D  15,000 MEDIUM W FAST D  15,000 MEDIUM W FAST D  15,000 MEDIUM W														MARK A TO SHOW A CLASS	SKILL. CL	ASS SKI	ILLS WITH	H RANKS C	SAIN A +3	TRAINEL	D BONL		
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 feet to allies w/in 30' (1/day)  ARMOR & WEAPONS  SPEED  SPEED  BASE FLY SWIM CLIMB MI  AND  BASE FLY SWIM CLIMB MI  BASE	Weapon Prof: All simple & martial														_	DUNIKA						<u></u>	
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 feet to allies w/in 30' (1/day)  RESISTANCES  POOL POINTS	Armor Prof: Light, Medium & Heavy Armor & Shields							3*	. ,				J J J)	— SLOW ☐ MEDIUM ☑ FA	ST 🔲 📗						міѕ		
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 feet to allies w/in 30' (1/day)  RESISTANCES  POOL POINTS															SPEED								
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WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Hook-Blade +3 (x2)	+9+3+1	1d6+3+3	20,x2		S	2.0	

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FEATS & SPECIAL ABILITIES						F	EAT	S & :	SPECI/	AL ABII	LITIES			
Second Class: Warpriest HD: d8 skills 2+Int Mod	USES/DAY	USED	La	w Bless			NAME					USES/DAY	USED	
Aura: Lawful alignment					Strike (minor):	1 we	eapo	n +1d6	vs cha	otic foe	, 1 min			
Blessings (Su) (3+IvI/2 /day) DC = 10 + IvI/2 + WisMod			1		,									
Sacred Weapon (Su) hook blade 1d6 dam					estruction	n Blessing								
- IvI/day +IvI/4 damage						e Attacks (mind	r): 1	ally	+lvl da	m, 1 m	 nin			
- axiomatic +2d6 damage vs chaotic foe				1		,								
- flaming +1d6 fire damage				1										
Fervor (Su) - deal x=1d6 heal/harm touch (lvl/2+WisM	od/day)			1										
Channel Energy (Su) - 30' rad as cleric (uses 2 charges o				1 🗀										
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EQUIPMENT & MAGIC ITEMS	QTY / USES	WGT N/A	WEIGHT	*		E	δηι	PME	NT & F	<b>IAGIC</b>	ITEMS	QTY / USES	WGT N/A	WEIGHT
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			SPELLS PER DAY		BLOODLINES & PATRONS				SPEL	LS PE	RDAY			
CLA	ss		Warpriest	LEVEL 4	BLOODLINE/PATRON		CLASS					LEVEL		7
SAV	E DC I	LEVEL	ABILITY TOTAL CLASS BONUS	SPELLS MISC KNOWN	BLOODLINE/PATRON		SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN	_
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5FT / 2 LV	35		10FT / LVL	40FT / LVL 000	PROHIBITED		5FT / 2 LVL	25	10FT /	LVL 10		40FT / LVL	400	_
SPE	LL	0	CLASS ABILITY OTH	TER CURRENT POINTS	PROHIBITED		SPELL	0	CLAS	S ABILI	TY OTHE	ER CUR	KENT POINT	5
POI	ITS L		<b>-</b>				POINTS							_
LEVEL	PREP	USED			SPELLS ME & DESCRIPTION	SCHOOL	DU	IRATION	RANG	GE	SAVE	SR	REFERENCE	
0			Create Water - Cr		·	Conjuration								4
0					magic items within 60 ft.	Divinatio								4
0					re gains +2 on one Diplomacy or Intimidate check.	Divinatio								$\dashv$
0					1 on one attack roll, saving throw, or skill check.	Divinatio								$\dashv$
0			Read Magic - Rea		elidooks.	Divinatio								$\dashv$
0			Spark - Ignites flar		44-1-19	Evocatio								$\dashv$
0			Stabilize - Cause			Conjuration								$\dashv$
0					ns +1 on saving throws.	Abjuratio								$\dashv$
0			Bleed - Cause a s	tabilized creature	e to resume dying.	Necroman	icy							$\dashv$
1			Bane - Enemies to	ake –1 on attack	rolls and saves against fear.	Enchantme	ent							$\dashv$
<u> </u>					or less flees for 1d4 rounds.	Necroman								$\dashv$
1					eard over great distance	Illusion	-							$\dashv$
1					ected command for 1 round.	Enchantme								┪
1			Curse Water - Mak			Necroman								$\exists$
1					creatures, spells, or objects of selected alignment.	Divinatio	-							٦
1					ee levels on attack and damage rolls.	Evocatio								$\exists$
1					ttack rolls, damage rolls, saves, and checks.	Necroman								$\exists$
1			,		command to not do something.	Enchantme	-							$\exists$
1					1d8 damage +1/level (max +5).	Necroman								┪
1			_		monster Knowledge check.	Divinatio								┨
1			-		ompelled to kill its ally	Enchantme								$\dashv$

Abjuration

Conjuration

Necromancy

Enchantment

Divination

Transmutation

Transmutation

Evocation

Necromancy

Necromancy

Conjuration

Illustion

Protection from Chaos/Evil/Good/Law +2 to AC and saves against selected alignment.

Touch of Bloodletting - This spell causes existing wounds on a target to bleed profusely.

Aid -+1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).

Summon Monster I - Summons extraplanar creature to fight for you.

Desecrate - Fills area with negative energy, making undead stronger.

Inflict Moderate Wounds - Touch attack, 2d8 damage + 1/level (max +10).

Restoration, Lesser - Dispels magical ability penalty or repairs 1d4 ability damage.

Augury - Learns whether an action will be good or bad.

Bull's Strength - Subject gains +4 to Str for 1 min./level.

Darkness - 20-ft. radius of supernatural shadow.

Silence - Negates sound in 20-ft. radius.

Bear's Endurance - Subject gains +4 to Con for 1 min./level.

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