

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
STR	16	3	16			
DEX	22	6	16	6		
CON	14	2	14			
INT	12	1	12			
WIS	24	7	18	2	4	
CHA	14	2	12	2		

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME		BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
116	16	2	Huggermugger		1	6		3	0	0	2
	10	1	Cavalier		1	5		2	0	0	1
	80	10	Warpriest		7	30	10	7	3	7	10
NONLETHAL HP DAM											
TEMPORARY HP											
TOTAL HP	116		FAVORED CLASS	Warpriest	TOTALS	9	41	10	12	3	7

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

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

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

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	14	12	2			
REF	9	3	6			
WILL	14	7	7			



ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	13	9		3	1	
RANGED	16	9		6	1	
CMB	15	9	WIS	7	1	-2
CMD	27	-10+	B9B	0	9	-2

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
Great Cleave & Cleave - continue to attack until miss
Swap Places (T) — Switch places with an adjacent ally.
Improved Swap Places (T) - swap w/o opportunity attack
Trade Initiative (T) - trade initiative w/ ally
Spirit of the Corps (T) - access ally's aid spell
Valiant Steed +4 Ride & Handle Animal

SKILLS					RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC
<input type="checkbox"/> ACROBATICS *	DEX	4		6	
<input type="checkbox"/> APPRAISE	INT	1		1	
<input checked="" type="checkbox"/> BLUFF	CHA	2		2	
<input checked="" type="checkbox"/> CLIMB *	STR	5	1	3	3
<input checked="" type="checkbox"/> CRAFT:	INT	1		1	
<input checked="" type="checkbox"/> DIPLOMACY	CHA	2		2	
<input checked="" type="checkbox"/> DISABLE DEVICE *	DEX			6	
<input type="checkbox"/> DISGUISE	CHA	2		2	
<input type="checkbox"/> ESCAPE ARTIST *	DEX	4		6	
<input type="checkbox"/> FLY *	DEX	4		6	
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA	15	6	2	3
<input checked="" type="checkbox"/> HEAL	WIS	11	1	7	3
<input checked="" type="checkbox"/> INTIMIDATE	CHA	6	1	2	3
<input type="checkbox"/> KN: local	INT			1	
<input type="checkbox"/> KN: nobility	INT			1	
<input checked="" type="checkbox"/> KN: engineering	INT			1	
<input checked="" type="checkbox"/> KN: religion	INT	14	10	1	3
<input type="checkbox"/> KN:	INT			1	
<input type="checkbox"/> KN:	INT			1	
<input type="checkbox"/> LINGUISTICS	INT	2	1	1	
<input type="checkbox"/> PERCEPTION	WIS	7		7	
<input type="checkbox"/> PERFORM:	CHA	2		2	
<input checked="" type="checkbox"/> PROF:	WIS			7	
<input checked="" type="checkbox"/> RIDE *	DEX	19	8	6	3
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	11	1	7	3
<input checked="" type="checkbox"/> SLEIGHT OF HAND *	DEX			6	4
<input checked="" type="checkbox"/> SPELLCRAFT	INT	14	10	1	3
<input checked="" type="checkbox"/> STEALTH *	DEX	12		6	8
<input checked="" type="checkbox"/> SURVIVAL	WIS	11	1	7	3
<input checked="" type="checkbox"/> SWIM *	STR	5	1	3	3
<input type="checkbox"/> USE MAGIC DEVICE	CHA			2	
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<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 **155,000 / 220,000**

SPEED **30** BASE FLY SWIM CLIMB MISC

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
ARMOR Order of Erecura Half-plate (agile) +3	11	5	-2	40	H	28.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Hook-Blade +3 (x2)	+9+3+2	1d10+3+3+2	20,x2		S	2.0	

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
17	0	5	5			
18	1st	7	5	2		
19	2nd	6	4	2		
20	3rd	5	3	2		
21	4th	2	1	1		
	5th			1		
	6th			1		
	7th			1		
	8th					
	9th					

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

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
0				

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
0				

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					

