24

Lawful Neutral

28

16

23

AC

**TOUCH** 

LAT-FOOT

CHARACTER
Huggermugger
Small
Female
3'9"
8
RACE & LA
SIZE
GENDER
HEIGHT
WE

Erecura

DEIT

male 3'9" 80 lbs black
HEIGHT WEIGHT HAIR

Loric Fells, River Kingdoms

black dark

HAIR EYES



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

DEX 4

6

LANGUAGES: HUÇ	germu	gger, C	ommon	, Underd	commo	n, Infern	ıal
ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP	٦
STR	16	3	16				
DEX	22	6	16	6			
CON	14	2	14				
INT	12	1	12				
WIS	24	7	18	2	4		╽┝
СНА	14	2	12	2			L
ABILITY SCORE &							ÍΓ

11

11

=10+

=10+

**-10**+

HITPOINTS			CLASS RE	COR	DER					
CURRENT HP	HP GAINED	<sup>нр</sup>	class name Huggermugger	вав <b>1</b>	skill 6	FC HPS	FORT 3	REF	WILL	LEVELS
116	10	1	1 Cavalier		5		2	0	0	1
	80	10 Warpriest		7	30	10	7	3	7	10
NONLETHAL	80	10	waipnest	<u> </u>	30	10		3	<u> </u>	10
НР ДАМ										ш
TEMPORARY HP										
TOTAL HP	116	FAVORE CLASS	Warnriest TOTALS	9	41	10	12	3	7	13

⋆□ ACROBATICS ◆

5

5

0

1

1

1

ARMOR CHECK -2 \*\*

MAXIMUM DEX 5 \*\*

SPELL 40% \*\*

pale

COMBAT NOTES & MODIFIER



0

0



## **FEATS & FEATURES**

LASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER 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 feet to allies w/in 30' (1/day)

Huggermugger Feats (1) & skills: 2 + Int Mod/IvI

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

★□ APPRAISE INT BLUFF CHA **∠** CLIMB STR 5 3 CRAFT: INT DIPLOMACY СНА 2 2 ☑ DISABLE DEVICE ◆ DEX 6 ∗□ Disguise СНА 2 2 ★□ ESCAPE ARTIST ◆ DEX 4 6 DEX \*□ FLY • ✓ HANDLE ANIMAL СНА 15 2 3 ∗**⊠** HEAL WIS 11 7 3 ∗**☑** INTIMIDATE СНА 6 2 ■ KN: local INT ■ KN: nobility ☑ KN: engineering INT 1 ☑ KN: religion INT 10 14 ☐ Kn: INT 1 ☐ KN: INT 1 ■ LINGUISTICS INT 2 1 \*□ PERCEPTION WIS 7 7 → PERFORM: СНА 2 2 ✓ PROF: WIS 7 ∗**☑** Ride • DEX 19 6 SENSE MOTIVE 11 7 3 ☐ SLEIGHT OF HAND DEX 6 ✓ SPELLCRAFT INT 14 10 **I** STEALTH ◆ 8 DEX 12 6 **₽** SURVIVAL WIS 11 3 7 ÷**⊠** Swiм • STE 5 3 3 ☐ Use Magic Device СНА 2 STR STR STR STR STR STR 

EXPERIE		15	5,000	/	220,00	00
SPEED		30	FLY	SWIM	CLIMB	MISC
INIT	6	=	6 MC			MISC MOD
HERO						
SR		DR				
RESISTANCE	S					

**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	Н	28.0

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	

	FEATS & SPECIAL ABILITIES								F	EAT	rs &.	SPECI	AL ABIL	ITIES			
Sa	cond Class: Warpriest HD: d8 skills 2+Int Mod			USES/DAY	USED	٦,	.aw Bless	sing -			NAME	<u> </u>				USES/DAY	USED
_	ra: Lawful alignment					- I			e (minor):	1 w/	eanc	n +1d6	vs chac	ntic foe	1 min		
-	essings (Su) (3+lvl/2 /day) DC = 10 + lvl/2 + WisMo	d=2	2						major): Su								
-	cred Weapon (Su) hook blade 1d10 dam						Destruction						•		, ,		
_	l/day +lvl/4=2 damage					- I			acks (mino	r): ´	1 ally	+lvl da	am, 1 mi	n			
_	xiomatic +2d6 damage vs chaotic foe					7 F	leart of C	arnaç	ge (major):	: 1 a	ally +	4 attac	k,				
_	aming +1d6 fire damage								to convert					k to nor	mal hit		
Fei	rvor (Su) - deal x=3d6 heal/harm touch (lvl/2+Wis	Mod	d/day)			7 [											
Cha	annel Energy (Su) - 30' rad as cleric (uses 2 charges	of t	ervor)			7 [											
Sa	cred Armor +2 (lvl min/day)					] [											
		6							-	SIII	DME	-NIT 0	AA GIG I	TEMO			
ж	EQUIPMENT & MAGIC ITEM	<u> </u>	QTY / USES	WGT N/A	WEIGHT		#6		E		TEM .	.NI ot I	MAGIC I	IEMS	QTY / USES	WGT N/A	WEIGHT
Н		+				┨┞											
Н		+				┨╟	+										
Н		+				┨┠											
H		+				┨┠	-										
$\vdash$		+		$\rightarrow$		┨┞	+										
Н		+		+		┨┞											
Н		+				┨┠											
Н		+				┨┠											
Н		+				┨┠	+										
Н		+				┨┠											
Н		+				┨┠											
Н		+				┨┠											
Н		$\dagger$				1											
Н		$\top$				1											
Н		$\top$				1 F											
П		$\top$				1											
П		$\top$				11											
П		T				1											
П		$\top$				1 F											
П		T				1 F											
						7 [											
						] [											
						] [											
						IJ L											
$\bigsqcup$						<b>↓</b> [											
						J L											
	WORN MAGIC ITEM EQUIPMENT							R	AGS & CO	NT	AINI	FDS					
	EQUIPMENT SLOTS FOR MAGIC ITEMS	*				CONTAI	NER						LUME/WEIGH	т шміт/пот	ES		WEIGHT
┝	BELT:	⊢															
⊢	BODY:	⊢							+								
$\vdash$	CHEST:	$\vdash$							+								
$\vdash$	EYES:				CU	RREN	CY						TREAS	URE C	ARRIED		
$\vdash$	FEET:	DI 4	TINUM	CARRIE			ED WGT N/A	s	STORED	₩				REASURE	59		WEIGHT
$\vdash$	HANDS:	⊢	GOLD			$\vdash$				$\vdash$	+						<del>                                     </del>
<u> </u>	HEAD:	⊢	ILVER			$\vdash$				$\vdash$	+						
HE	ADBAND:  NECK:	⊢	OPPER			$\vdash$											<u> </u>
$\vdash$		H				$\vdash$					IGHT	MEDIUM	HEAVY	ADS & I	LIFT ABOVE	LIFT OFF	DRAG &
$\vdash$	RING:				V BBI	FD W	EIGHT			LC	77	153	230	N	230	GROUND 460	<sub>РUSH</sub> 1150
SII/	OULDERS:		RMOR &	CURRENC		UIPMENT		1	TOTAL	⊢	0	0		MODIFIED LOAD	0	0	0
-	WRIST:	⊢	30.0	0.0	+	0.0		<b>-</b> [:	30.0	⊢	RRENT		LIGHT		EDIUM 🗖	HEAV	
ı	*******	Ι'	JU.U	1 0.0	- 1	0.0	1	_ l_ `		L	. ere tall		LIGHT	<b>-</b> M	L DIOINI	HEAV	, , <b>_</b>

			SPELLS PER DAY			BLOODLINES &	PATRONS				SPELL	S PER	DAY			
CLA	ss		Warpriest	LEVEL 10	) BLOODLINE/	PATRON			CLASS					LEVEL		1
SAV	E DC	LEVEL	ABILITY TOTAL CLASS BONUS	SPELLS MISC KNOW!		PATRON			SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN	_
	17	•	5 5	MISC KNOWI		1			SAVE DC	0	TOTAL	CLASS	вомоз	MISC	KNOWN	
	18	ıst	7 5 2		i — _	DOMAIN	IS			ıst					一	
=	=		<b>=</b>		DOMAIN				$\vdash$			=	$\vdash \vdash$	$\vdash$	屵	
<b>=</b>	=	2nd	6 4 2	<u> </u>	sui	BDOMAIN			<u> </u>	2nd					닏	
_ 2	20	3rd	5 3 2		DOMAIN					3rd					Ш	
2	21	4th	2 1 1		-	BDOMAIN				4th						
		5th	1			SOOMAIN				5th						
	Ħ	6th	1		DOMAIN					6th					一	
F	=	7th	1		SUI	BDOMAIN				7th					H	
H	=	`	<del></del>	<del>  </del>	╡								$\vdash\vdash$		H	
늗	=	8th		!   <b> </b> -	-	WIZARD SPECIALI	TY SCHOOL			8th			$\sqsubseteq$		닏	
L		9th			SPECIALITY					9th						
CLOSE: 25FT + 5FT / 2 LV	50		MEDIUM: 100FT + 10FT / LVL 200	LONG: 400FT + 40FT / LVL	00 FO	CUSED			CLOSE: 25FT + FT / 2 LVL	25	MEDIUM 100ft - 10ft / L	⊦ l 100	)	LONG: 400ft + 40ft / LVL	400	٦
JF1 / 2 L	VL	TOTAL	CLASS ABILITY OTH	,	PROH	IBITED			-1 / 2 LVL	TOTAL	CLASS	ABILI	— гу отне	•	RENT POINT	s
SPE	ELL NTS	0			PROH	IBITED			SPELL	0						
						SPELLS	•									
LEVEL	PREP	USED	Create Water Cr	t O II	NAME & DESCRIPTION			SCHOOL		IRATION	RANG	E	SAVE	SR	REFERENCE	
0			Create Water - Cre					Conjuration	1					+		$\dashv$
0			Detect Magic - Det				midata abaak	Divination						+		$\dashv$
0						n one Diplomacy or Inti		Divination						++		$\dashv$
0						ack roll, saving throw, o	or skill crieck.	Divination Divination						+-+		$\dashv$
H			Read Magic - Rea		-									+-+		$\dashv$
0			Spark - Ignites flar					Evocation	_					+		$\dashv$
0			Stabilize - Cause a			vin a thursus		Conjuration						+		$\dashv$
0			Resistance - Touc					Abjuration						+		$\dashv$
0			Bleed - Cause a st	.auiiized crea	iture to resume	uyırıg.		Necromano	У		-			++		$\dashv$
_			Pone Francis - t-		ank rollo and	von against faar		Enchanter	ot .		+			++		$\dashv$
1			Bane - Enemies ta Cause Fear - One					Enchantme						+		$\dashv$
⊢-								Necromano	у					++		$\dashv$
1			Clairon Call - sound					Illusion	ot					++		$\dashv$
1			Curso Water Mak			iana ioi i found.		Enchantme						++		$\dashv$
⊢			Curse Water - Mak			alla arabia-tf	tod oliganasa '	Necromano	_					++		$\dashv$
1						ells, or objects of select		Divination						+		$\dashv$
1				· ·		attack and damage		Evocation						+		$\dashv$
1			-		-	amage rolls, saves,	and checks.	Necromano	-		-			++		$\dashv$
1			Forbid Action - Tai					Enchantme						++		$\dashv$
1						e +1/level (max +5).		Necromano	-					+-+		$\dashv$
1			Know the Enemy -	Gain +10 or	n a monster Kno	owledge check.		Divination								- 1

Enchantment

Abjuration

Conjuration

Necromancy

Enchantment

Divination

Transmutation

Transmutation

Evocation

Necromancy

Necromancy

Conjuration

Illustion

Murderous Command - Target is compelled to kill its ally.

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.

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.

1

1

2

2

2

2

2

2

2

2

2

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.

			SPELLS			4			
3	PREP	USED	NAME & DESCRIPTION Agonizing Rebuke - Cause mental distress and pain to a target if it attacks you	Illusion	DURATION	RANGE	SAVE	SR	REFERENCE
3			Bestow Curse —6 to an ability; —4 attack, saves, and checks; or 50% chance of losing action.						
3			Blindness/Deafness - Makes subject blinded or deafened.	_					
_				Necromancy					
3			Contagion - Infects subject with chosen disease.	Necromancy					
3			Deeper Darkness - Object sheds supernatural shadow in 60-ft. radius.	Evocation					
3			Dispel Magic - Cancels one magical spell or effect.	Abjuration					
3			Final Sacrifice - cause summoned creature to explode w/ 1d4 dam/lvl 20' rad	Evocation					
3			Inflict Serious Wounds - Touch attack, 3d8 damage + 1/level (max +15).	Necromancy					
3			Magic Circle against Chaos/Evil/Good/Law - As protection spells, but 10-ft. radius and 10 min./level.	Abjuration					
3			Prayer - Allies get +1 bonus on most rolls, enemies –1 penalty.	Enchantment					
3			Remove Curse - Frees object or person from curse.	Abjuration					
3			Speak with Dead - Corpse answers one question/two levels.	Necromancy					
3			Summon Monster III - Summons extraplanar creature to fight for you.	Conjuration					
3			Vision of Hell - Illusory hellscape makes creatures shaken.	Illusion					
4			Aura of Doom - Creatures in your aura become shaken.	Necromancy					
4			Conditional Curse - Bestow a curse that is difficult to remove without fulfilling a condition.	Necromancy					
4			Control Summoned Creature - Direct a summoned monster as if you had summoned it.	-					
4			Dismissal - Forces a creature to return to native plane.	Abjuration					
4			Dimensional Anchor - Bars extradimensional movement.	Abjuration					
4			Divination - Provides useful advice for specific proposed actions.	Divination					
4			Inflict Critical Wounds - Touch attack, 4d8 damage + 1/level (max +20).	Necromancy					
4									
			Neutralize Poison - Immunizes subject against poison, detoxifies venom in or on subject.	conjuration					
4			Plague Carrier - Target's attacks carry filth fever.	Necromancy					
4			Order's Wrath - Harms and dazes chaotic creatures (1d8 damage/2 levels).	Evocation					
4			Planar Ally, Lesser - Exchange services with a 6 HD extraplanar creature.	Conjuration					
4			Poison - Touch deals 1d3 Con damage 1/round for 6 rounds.	Necromancy					
4			Protection from Energy, Communal As protection from energy, but divide the duration among creatures touched.	Abjuration					
4			Summon Monster IV - Summons extraplanar creature to fight for you.	Conjuration					
4			Terrible Remorse - Creature is compelled to harm itself.	Enchantment					
4			Unholy Blight - Harms and sickens good creatures (1d8 damage/2 levels).	Evocation					
					<u> </u>				