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14 Neutral Evil Erecura	Loric Fells, Riv						ROLEPLAYING GAME"/O										
AGE ALIGNMENT DEITY  LANGUAGES: Goblin, Undercommon	Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012																
LANGUAGES: GODINI, ONGERCOMMON											iius@ya	noo.com.	version	1.0.2012			
ABILITY SCORE TOTAL MOD BASE ENHANCE MISC TEMP	CURRENT	POIN		IP GAINED	HD		CL	CLASS R	ECOR BAB	DER SKILL	FC HPS	FORT	REF	WILL	LEVELS		
STR 14 2 16 -2	<u></u>			11	1		C	avalier	1	5		2	0	0	1		
<b>DEX</b> 16 3 14 2	∐ <b>4</b> :	₹		28	4		Ind	quisitor	3	28	4	4	1	4	4		
CON 12 1 12	<u> </u>																
INT 12 1 12	NONLETHAL HP DAM																
	TEMPORARY HP																
wis 20 5 18 2		OTAL F	1P	43	FAVOR		Inquis	itor TOTAL	s 4	33	4	6	1	4	5		
CHA 8 -1 10 -2		CONDITION	IS & MISCE	ELLANEOUS T	•					SKIL	ıs			RANKS	33		
ABILITY SCORE & RACIAL NOTES								*□ Acrobatics •		ТС		ANKS A	BILITY T	TOTAL RAINED	MISC		
	& DEFENSE							*□ Appraise		_	1		1				
AC 25 = 10+ 11 0 3 1	DODGE NATURAL	DEFLECT	MISC	ТЕМР	ARM	OR CHECK		⋆☑ BLUFF  ★☑ CLIMB ◆			3	1	-1	3			
			<u> </u>	<u> </u>	]	PENALTY	-2	*  CRAFT:		_	5	1	1	3			
<b>TOUCH</b> 14 -10+ 3 1	<u>_</u>			<u> </u>	ļ	MAXIMUM DEX	5	* ☑ DIPLOMACY			3	1	-1	3			
<b>FLAT-FOOT</b> 2210+						SPELL FAILURE	40%	<ul><li>✓ DISABLE DEVICE •</li><li>★ ✓ DISGUISE</li></ul>			5 3	1	3 -1	3			
			сомват	NOTES & MC	DIFIERS	•		<b>*</b> ■ ESCAPE ARTIST •	1	DEX	1		3				
SAVING THROWS TOTAL CLASS BASE ABILITY ENHANCE MISC	TEMP		_		100	19		*□ FLY •  ☑ HANDLE ANIMAL		_	7	5	3 -1	3			
FORT 7 6 1	<b></b>				1	1	<b>30</b>	<b>∗</b> HEAL			9	1	5	3			
REF 4 1 3	<u> </u>		_		1000		4	* INTIMIDATE			7	1	-1	3	4		
WILL 9 4 5	<u> </u>		_ `	1				<ul><li>✓ KN: arcana</li><li>✓ KN: dungeoneering</li></ul>			5	1	1	3			
ATTIONS TO A STATE OF THE STATE	MISC			-36	Jan.	1		✓ KN: nature			5	1	1	3			
ATTACKS TOTAL BASE ATTACK BONUS TEMP ABILITY SIZE  MELLE 7 4 2 1	¬[		_ :		PA			✓ KN: planes ✓ KN: religion			6	2	1	3			
ATTACK MODIFIER	┧						7	☐ Kn:		INT			1				
ATTACK MODIFIER U 4				Em	10	The sale	V	<ul><li>□ LINGUISTICS</li><li>★ Perception</li></ul>		WIS .	10	2	5	3			
CMB         8         4         WIS         5         1	-2				-			*□ PERFORM:			-1	_	-1	3			
CMD 18 =10+ B4B   DED EX   STE & DED	-2			4	E. Sand			✓ Prof:			9	1	5	3			
			_					*☑ RIDE • □ SENSE MOTIVE		_	9	5	5	3	2		
	FEATURES							☐ SLEIGHT OF HAND ☐ SPELLCRAFT		DEX	1		3				
CLASS FEATURES, RACIAL TRAIT Race: Nilbog (ToHC-446) (golbinoid)		Precise Strike (T) - Deal +1d6 dam on foe flanked by ally									5 13	1	3	3	8		
Small: +1 AC, +1 attack, +4 Stealth Hide	Power Attack	-1 atta	ack for	+2 dar	nage			*☑ STEALTH • *☑ SURVIVAL			11	1	5	3	2		
Darkvision 60 ft.;	Mounted Comb				* ■ Swim •  □ Use Magic Device		STR	4	1	2 -1	3						
Racial Skills +4 stealth	Bonded Mind					STR				-							
Damage Reversal (Ex) damage heals, cure spells damage		• •			STR	_	_	$\perp$									
Spatio-Temporal Reversal (Ex) - Confusion 20' rad				0	STR	$\vdash$	+	_	_								
Class: Cavalier HD: d10 skills: 4 + Int Mod		The minimating 1 10wc33 - Add St. Mod to Intimidate Official									1						
	■ STR  MARK A □ TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3									TRAINED	BONUS.						
Weapon Prof: All simple & martial		* SKILL CAN BE USED UNTRAINED															
Armor Prof: Light, Medium & Heavy Armor & Shields								SLOW MEDIUM 2			5,00			23,000			
Challenge (Ex) 1/day +1 damage, -2 AC all other foes								SPEED	$\neg$	30	FLY	sv sv	VIM T	CLIMB	MISC		
Mount (Ex) - as animal companion (see separate sheet	<u> </u>								ᅱ			DEX	.	_	MISC		
Worg named Lupus (separate sheet)								INIT	8	<u>= L</u>	3	MOD	<u> </u>		MOD		
Order of the Beast (ISC) +1/4 attack for cleave in challenge	_									HERO							
Tactician - grant Teamwork feet to allies w/in 30' (1/day	<u> </u>							SR		DR							
	RESISTANCES																
ADMOR	POOL POINTS																
ARMOR (	& WEAPONS	AC BONUS	MAX DEX	PENALTY S	PELL FAII	TYPE	WEIGHT	POOL POINTS									
ARMOR Order of Erecura Half-plate (agile) +3		11	5	-2	40	Н	28.0										
SHIELD																	
WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	5		DAN	MAGE		CRITICA	AL RANGE TYPE	WEIGI	нт		АММО	0 & NOTI	:S			
dogslicer +3	+7+3			1d4+2+3 19-20				,x2 S	1.0	)							

1d8+3+3

20,x3

P,S

12.0

+7+3

horsechopper +3

FEATS & SPECIAL ABILITIES				FEATS & SPECIAL ABILITIES											
Second Class: Inquisitor HD: d8 & skills 6 + Int Mod		USES/DAY	USED	$     _{\ln n}$	auisition:	(Domain) Po	NAN SSESSI					USES/DAY	USED		
1						ol (Ex) +2 vs ch			ent, co	mpulsio	n				
Judgment (Su) (2/day) - property for duration of comba					(Su) - possess										
destruction: +x=2 damage			1 🗀		, , ,					• ,					
Monster Lore (Ex) Add Wis Mod to knowledge skill checks for mo			1												
Stern Gaze (Ex) +lvl/2 Intimidate & Sense Motive				1											
Cunning Initiative (Ex) - Add Wis Mod to Initiative				1											
Detect Alignment (Sp) (at will)				┧┝											
Track (Ex) - add IvI/2 to survival skill checks for tracking	<u> </u>			┧┝											
Solo Tactics (Ex) - treat all allies as knowing teamwork f				┪┝											
Total racines (27) in carroll all all all all all all all all all	-														
EQUIPMENT & MAGIC ITEMS	WGT N/A	WEIGHT	*		E	QUIPM	IENT & I	WGT N/A	WEIGHT						
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EQUIPMENT SLOTS FOR MAGIC ITEMS BELT:	#			CONTAINI	EK .			VO	LUME/WEIGH	HT LIMIT/NOT	ES		WEIGHT		
BODY:															
CHEST:															
EYES:															
FEET:			CUI	RRENC	:Y				TREAS	SURE C	ARRIED				
	PLATINUM	CARR			WGT N/A	STORED	*			TREASURE			WEIGHT		
	GOLD			-			$\vdash$						+		
HEAD!	SILVER						$\vdash$						+		
HEADBAND:	COPPER														
NECK:	COLLEK						LIGHT	MEDIUM	LO	ADS &	LIFT LIFT ABOVE	LIFT OFF	DRAG &		
RING:			CA DDL		ICHE		10AD 58	116	174	N	174	GROUND 348	870		
RING:	ARMOR &	CURREN		E <b>D WE</b> JIPMENT	MISC	TOTAL	0	0	11.4	MODIFIED		0	0		
SHOULDERS:	WEAPONS	-	_			41.0	<u> </u>			LOAD	1 0				
WRIST:	41.0	0.0		0.0		41.0	CURREN	NT LOAD	LIGHT	И м	EDIUM 🗖	HEA	VY 🔲		

	SPELLS PER DAY									SPELLS PER DAY											
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SAVE I	DC LE	VEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN		BLOODLINE/PATR	ON				SAVE DC	LEVEL	TOTAL	CLAS:	ABILITY BONUS	MISC	SPELLS KNOWN	_
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CLOSE: 25FT + SFT / 2 LVL	35		MEDIU 100FT 10FT /	14	0	LONG: 400FT + 40FT / LVL	560	)		F			2! 5FT	LOSE: 5FT + / 2 LVL	25	100F 10FT	т+   1	00	LONG: 400FT + 40FT / LV	400	)
SPEL		TOTAL	CLAS	2 ABILI	тү отн	ER CUR	RENT POINT	TS	PROHIBIT	<del> </del>				SPELL	TOTAL	CLA	iss Ai	SILITY OTH	ER CU	JRRENT POIN	TS
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LEVEL	PREP	USED						NAM	E & DESCRIPTION		SPELLS	schoo		D	JRATION	RAN	ICE.	SAVE	SR	REFERENC	T.E.
0			Acid Sp	lash - rar	nged touch	attack w/	orb of aci			range	e which deals 1d3 acid damage if hit	Conjura				, RAP					-
0			Brand - Creates permanent brand on target creature.										tation	ı							
0			Create Water - Creates 2 gallons/level of pure water.									Conjura	tion								
0			Daze - A single humanoid creature with 4 HD or less loses its next action.										ment	t							
0			Detect Magic Detects spells and magic items within 60 ft.										ion								
0			Read Magic Read scrolls and spellbooks.										ion								
1			Cause Fear - One creature of 5 HD or less flees for 1d4 rounds.										ancy								_
1			True Strike - +20 on your next attack roll.										ion								
1			Wrath - +1/3lvls attack, damage & to CL checks to overcome spell resistance																		_
1			Command - One subject obeys selected command for 1 round.								Enchant	ment	t								
_			District	- 1																	
2			Blistering Invective - Make an Intimidate check against all foes within 30 feet; those demoralized take 1d10 fire damage.  Castigate - Causes target to be shaken and cower.																		
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