

Jeruk

CHARACTER
Orang Pendak Small Male
RACE & LA SIZE GENDER
19 Chaotic Neutral Bokrug
AGE ALIGNMENT DEITY

PLAYER
4'2" 110 lbs orange brown black
HEIGHT WEIGHT HAIR EYES SKIN
Mwangi Expanse
HOMELAND & BACKGROUND OCCUPATION



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

LANGUAGES: Sasquatch, Common

Ability score table with columns: ABILITY SCORE, TOTAL, MOD, BASE, ENHANCE, MISC, TEMP. Rows for STR, DEX, CON, INT, WIS, CHA.

HITPOINTS and CLASS RECORDER. HITPOINTS: CURRENT HP 149, HP GAINED 149, HD 10. CLASS RECORDER: CLASS NAME Barbarian, BAB 10, SKILL 50, FC HPS 0, FORT 7, REF 3, WILL 3, LEVELS 10.

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE table. Columns: ARMOR CLASS, TOUCH, FLAT-FOOT, AC, DODGE, NATURAL, DEFLECT, MISC, TEMP. Rows for AC 23, TOUCH 15, FLAT-FOOT 19.

SKILLS table. Columns: SKILL, DEX, INT, STR, INT, CHA, DEX, CHA, DEX, CHA, DEX, CHA, WIS, CHA, DEX, WIS, STR, CHA, STR, STR, STR, STR. Includes skills like Acrobatics, Appraise, Bluff, Climb, Craft, Diplomacy, Disguise, Escape Artist, Fly, Handle Animal, Heal, Intimidate, Perception, Perform, Ride, Sense Motive, Sleight of Hand, Stealth, Survival, Swim, Use Magic Device.

SAVING THROWS table. Columns: FORT, REF, WILL, TOTAL, CLASS BASE, ABILITY, ENHANCE, MISC, TEMP. Rows for FORT 12, REF 7, WILL 3.

COMBAT NOTES & MODIFIERS. Includes text 'second attack +5 BAB' and an image of a Sasquatch character.

ATTACKS table. Columns: MELEE, RANGED, CMB, CMD, TOTAL, BASE ATTACK BONUS, TEMP, ABILITY, SIZE, MISC. Rows for MELEE 16, RANGED 15, CMB 16, CMD 30.

FEATS & FEATURES CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Feats and Features list. Includes: Race: Orang Pendak (B5-186), low-light vision, Forest Walker +4 climb & stealth, Own Two Feet -2 on all rolls when riding creature/vehicle, Simian Empathy +4 handle animal w/ apes/monkeys, Tear Apart +2 Str checks, Class: Barbarian (PCR-31) HD d12, skills 4 +Int Mod, Weapon & Armor Proficiency: All, Fast Movement: Increase base race speed by 10', Archetype: Raging Cannibal (Champions of Corruption), Rage 4+ Con Mod = 8 md/day, +4 Str, +4 Con, +2 hp/lvl, +2 Will, -2 AC, Animal Fury Rage Power - bite attack, Consume Vigor (Ex) if bite reduces foe below 0 HP then +3 rnds of rage, Intimidating Gouge (Ex) - +lv/2 intimidate after critical bite, Power Attack -1 attack & +2 damage, Cleave & Greater Cleave - continue attacks until miss, Vital Strike & Improved Vital Strike x3 damage, Trap Sense +1 reflex save & dodge AC vs traps, Damage Reduction (Ex) 2/--, Razor-Toothed Fury (Ex) -2 attack for +4 bleed damage, Feed from Fury (Ex) +lvl HP after critical bite for 10 min/lvl, Scent (Ex) - detect creatures 30' upwind, 60' downwind, Fearless Rage (Ex) immune shake & frightened, Intimidating Glare (Ex) intimidate shakes foe 1d4+1 rnds, Terrifying Howl (Ex) 30' panic 1d4+1 rnds.

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 [] 105,000 / 105,000

SPEED, INIT, HERO, SR, DR, RESISTANCES, POOL POINTS. SPEED 40, INIT 4, HERO, SR, DR 2/-, RESISTANCES, POOL POINTS.

ARMOR & WEAPONS

ARMOR table. Columns: ARMOR NAME & DESCRIPTION, AC BONUS, MAX DEX, PENALTY, SPELL FAIL, TYPE, WEIGHT. Row: snake hide armor +4, AC 8, MAX DEX 10, PENALTY 0, TYPE, WEIGHT 25.0.

WEAPON table. Columns: WEAPON NAME & DESCRIPTION, ATTACK MODIFIERS, DAMAGE, CRITICAL, RANGE, TYPE, WEIGHT, AMMO & NOTES. Rows: spear of boar skewering +3, bolas, bite.

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

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NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS				
№	ITEM	QTY / USES	WGT N/A	WEIGHT

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№	ITEM	QTY / USES	WGT N/A	WEIGHT
	pendant of Bokrug's chosen			
	- bite attack delivers hallucinatory poison			
	- confused for 1d3 rnds save vs Fort DC 10+lvl+ConMod			
	spear of boar skewering +3 + 1d3 bleed damage			
	snake hide armor +4			
	- +3 save vs poison			
	- +3 empathy check w/ snakes, nagas, snake creatures			
	- +3 climb & stealth			

WORN MAGIC ITEM EQUIPMENT	
EQUIPMENT SLOTS FOR MAGIC ITEMS	
BELT:	
BODY:	
CHEST:	
EYES:	
FEET:	
HANDS:	
HEAD:	
HEADBAND:	
NECK:	
RING:	
RING:	
SHOULDERS:	
WRIST:	

BAGS & CONTAINERS			
№	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY			
	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD			
SILVER			
COPPER			

TREASURE CARRIED		
№	TREASURE	WEIGHT

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
33.0	0.0	0.0		33.0

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
153	306	459		459	918	2295
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/>		MEDIUM <input type="checkbox"/>		HEAVY <input type="checkbox"/>