

Křizenec

CHARACTER: **Mongrelman** Medium Male

RACE & LA: **22** Chaotic Neutral **Isph-Aun-Vuln**

AGE: **22** ALIGNMENT: **Chaotic Neutral** DEITY: **Isph-Aun-Vuln**

LANGUAGES: **Mongrelman, Goblin, Giant**

PLAYER: **6'0"** **270 lbs** **black** **yellow fish** **various**

HEIGHT: **6'0"** WEIGHT: **270 lbs** HAIR: **black** EYES: **yellow fish** SKIN: **various**

HELD OF: **Hold of Belzen**

HOMELAND & BACKGROUND OCCUPATION: **Hold of Belzen**



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	20	5	16	4		
DEX	14	2	12	2		
CON	12	1	10	2		
INT	14	2	14			
WIS	10	0	8	2		
CHA	18	4	22	-4		

HITPOINTS			CLASS RECORDER										
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS			
23	18	2	Mongrelman	2	14		0	3	3	2			
	5	1	Sorcerer	0	4		0	0	2	1			
TOTAL HP			23	FAVORED CLASS	Mongrelman	TOTALS	2	18	0	0	3	5	3

ABILITY SCORE & RACIAL NOTES: _____

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	16	-10+	0	0	2		4			
TOUCH	12	-10+			2					
FLAT-FOOT	14	-10+	0	0	0		4			

SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
FORT	1	0	1			
REF	5	3	2			
WILL	5	5	0			

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE	7	2	5			
RANGED	4	2	2			
CMB	7	2	STR	5		
CMD	19	-10+	B2B	0	7	



SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	18
<input type="checkbox"/> ACROBATICS	DEX	6	2	4	
<input checked="" type="checkbox"/> APPRAISE	INT	6	1	3	
<input checked="" type="checkbox"/> BLUFF	CHA	8	1	3	
<input checked="" type="checkbox"/> CLIMB	STR	5	5		
<input checked="" type="checkbox"/> CRAFT	INT	6	1	3	
<input checked="" type="checkbox"/> DIPLOMACY	CHA	4	4		
<input type="checkbox"/> DISABLE DEVICE	DEX		2		
<input checked="" type="checkbox"/> DISGUISE	CHA	12	4	8	
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX	2	2		
<input checked="" type="checkbox"/> FLY	DEX	6	1	3	
<input type="checkbox"/> HANDLE ANIMAL	CHA		4		
<input checked="" type="checkbox"/> HEAL	WIS	0	0		
<input checked="" type="checkbox"/> INTIMIDATE	CHA	18	3	4	8
<input checked="" type="checkbox"/> KN: arcana	INT	8	3	2	3
<input checked="" type="checkbox"/> KN: planes	INT	8	3	2	3
<input type="checkbox"/> KN:	INT		2		
<input type="checkbox"/> KN:	INT		2		
<input type="checkbox"/> KN:	INT		2		
<input type="checkbox"/> KN:	INT		2		
<input type="checkbox"/> KN:	INT		2		
<input type="checkbox"/> LINGUISTICS	INT		2		
<input checked="" type="checkbox"/> PERCEPTION	WIS	5	0	5	
<input checked="" type="checkbox"/> PERFORM	CHA	4	4		
<input checked="" type="checkbox"/> PROF:	WIS	4	1	0	3
<input checked="" type="checkbox"/> RIDE	DEX	2	2		
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	0	0		
<input type="checkbox"/> SLEIGHT OF HAND	DEX		2	4	
<input checked="" type="checkbox"/> SPELLCRAFT	INT	8	3	2	3
<input checked="" type="checkbox"/> STEALTH	DEX	6	2	4	
<input checked="" type="checkbox"/> SURVIVAL	WIS	0	0		
<input checked="" type="checkbox"/> SWIM	STR	9	5	4	
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA	8	1	4	3
<input type="checkbox"/>	STR				
<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

FEATS & FEATURES	
CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	
Race: Mongrelman (ToHC-431) (monstrous humanoid) HD: d10	Mongrelman feats (1) & skills (4 + Int Mod)
Darkvision 60'	Intimidating Prowess - add Str Mod to Intimidate
Racial Skills: +8 Disguise, +4 Sleight of Hand, +4 Stealth.	Skill Focus (Intimidate)
Thick Skinned: Natural Armor +4 AC	Eldritch Heritage - Oni
Natural Weapons: Slam (1d4)	Eschew Materials
Mongrelman Body Parts	
Head: Locathah +5 perception, breathe air or water	
Upper Torso: Minotaur; Lower torso: Lizardfolk tail +4 Acrobatics, Swim	
Right Arm: Bugbear; Left Arm: Crabman pincer (+2 Str)	
Right Leg: Troglodyte; Left Leg: Hobgoblin	
Class: Sorcerer HD: d6; skills 2 + Int Mod	
Bloodline: Protean	
Bloodline Arcana: to dispel conjuration/transmutation spells DC+4	Touch of Agony (Sp): melee touch, 1d4 dam lv/2 rnds (7/day)
Protoplasm (Sp): attack w/ sphere, entangles & 1 acid dam/rnd - duration 1d3 rounds, range 30' (7/day)	Sound Imitation (Ex) - imitate sound of any creature they have heard
	Weapon Prof: All Simple; Armor Prof: None

ARMOR & WEAPONS						
ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR						
SHIELD						

EXPERIENCE	
SLOW <input type="checkbox"/>	MEDIUM <input checked="" type="checkbox"/>
SPEED	30
INIT	2
HERO	
SR	DR
RESISTANCES	
POOL POINTS	

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Pincer	+7	1d6+4	20,x2		B		+grab, constrict add'l 1d6 dam
Slam	+7	1d4+4	20,x2		B		

