

Loricatus Carcinos

CHARACTER
Crabman Large Female
 RACE & LA SIZE GENDER
 6 Neutral Evil Erecura
 AGE ALIGNMENT DEITY

PLAYER
 9'0" 600 lbs none turquoise reddish-brown
 HEIGHT WEIGHT HAIR EYES SKIN
 Loric Fells, River Kingdoms
 HOMETOWN & BACKGROUND OCCUPATION



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

LANGUAGES: Crabman, Undercommon

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	24	7	18	6		
DEX	14	2	14			
CON	20	5	16	4		
INT	12	1	12			
WIS	10	0	10			
CHA	10	0	12	-2		

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
57	42	3	Crabman	3	15		1	3	3	3
	14	1	Cavalier	1	5	1	2	0	0	1
TOTAL HP			FAVORED CLASS		TOTALS					
57			Cavalier		4	20	1	3	3	4

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	27	-10+	9	0	2	-1	7			
TOUCH	11	-10+			2	-1				
FLAT-FOOT	25	-10+	9	0	0	-1	7			

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	8	3	5			
REF	5	3	2			
WILL	3	3	0			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	10	4		7	-1	
RANGED	5	4		2	-1	
CMB	12	4	STR	7	-1	2
CMD	24	-10+	B4B	0	9	-1



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

Race: Crabman (ToHC-125) (Monstrous Humanoid) HD: d10
 Large -1 AC, -1 attack, +1 CMB, +1 CMD, -4 Stealth
 Space 10 ft.; Reach 10 ft.
 darkvision 60 ft.; Natural Armor +7 AC
 Amphibious - breather air or water

Crabman Feats (2) & skills: 4 + Int Mod/lvl
 Power Attack -1 attack for +2 damage
 Precise Strike (T) - Deal +1d6 dam on foe flanked by ally
 Improved Natural Attack (claws)
 Mounted Combat - Avoid attacks on mount with Ride check

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 Hermit Crab named Anachorita
 Order of the Beast (ISC) +1/4 attack for cleave in challenge
 Tactician - grant Teamwork feat to allies w/in 30' (1/day)

SKILLS					RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC
<input type="checkbox"/> ACROBATICS *	DEX 0		2		
<input type="checkbox"/> APPRAISE	INT 1		1		
<input checked="" type="checkbox"/> BLUFF	CHA 4	1	0	3	
<input checked="" type="checkbox"/> CLIMB *	STR 9	1	7	3	
<input checked="" type="checkbox"/> CRAFT:	INT 1		1		
<input checked="" type="checkbox"/> DIPLOMACY	CHA 0		0		
<input checked="" type="checkbox"/> DISABLE DEVICE *	DEX 4	1	2	3	
<input type="checkbox"/> DISGUISE	CHA 0		0		
<input type="checkbox"/> ESCAPE ARTIST *	DEX 0		2		
<input type="checkbox"/> FLY *	DEX 0		2		
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA 7	4	0	3	
<input type="checkbox"/> HEAL	WIS 0		0		
<input checked="" type="checkbox"/> INTIMIDATE	CHA 5	2	0	3	
<input type="checkbox"/> KN:	INT 1		1		
<input type="checkbox"/> KN:	INT 1		1		
<input type="checkbox"/> KN:	INT 1		1		
<input type="checkbox"/> KN:	INT 1		1		
<input type="checkbox"/> KN:	INT 1		1		
<input type="checkbox"/> KN:	INT 1		1		
<input type="checkbox"/> KN:	INT 1		1		
<input type="checkbox"/> LINGUISTICS	INT 1		1		
<input type="checkbox"/> PERCEPTION	WIS 0		0		
<input type="checkbox"/> PERFORM:	CHA 0		0		
<input checked="" type="checkbox"/> PROF:	WIS 4	1	0	3	
<input checked="" type="checkbox"/> RIDE *	DEX 7	4	2	3	
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS 4	1	0	3	
<input type="checkbox"/> SLEIGHT OF HAND *	DEX 0		2		
<input type="checkbox"/> SPELLCRAFT	INT 1		1		
<input checked="" type="checkbox"/> STEALTH *	DEX 0	1	2	3	-4
<input type="checkbox"/> SURVIVAL	WIS 0		0		
<input checked="" type="checkbox"/> SWIM *	STR 12	4	7	3	
<input type="checkbox"/> USE MAGIC DEVICE	CHA 0		0		
<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

EXPERIENCE SLOW MEDIUM FAST 0 / 2,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
30	30		20		

INIT 2 = 2 DEX MOD + 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) +1	9	5	-2	40	H	55.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
claw (2)	+10	1d8+7	20,x2		S		+grab & constrict 1d6+7