

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		HOMELAND & 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	26	8	18	6	2	
DEX	14	2	14			
CON	20	5	16	4		
INT	12	1	12			
WIS	10	0	10			
CHA	10	0	12	-2		

HITPOINTS

CURRENT HP	HP GAINED	HD	CLASS NAME
117	42	3	Crabman
	70	5	Cavalier
NONLETHAL HP DAM			
TEMPORARY HP			
TOTAL HP	117	FAVORED CLASS	Cavalier

CLASS RECORDER

CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Crabman	3	15		1	3	3	3
Cavalier	5	25	5	4	1	1	5
TOTALS	8	40	5	5	4	4	8

ABILITY SCORE & RACIAL NOTES	
------------------------------	--

CONDITIONS & MISCELLANEOUS TRACKING

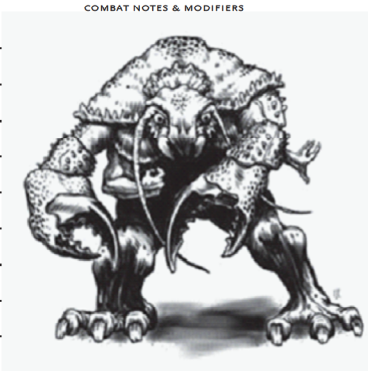
ATTACKS & DEFENSE

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	29	-10+	11	0	2	-1		7		
TOUCH	11	-10+			2	-1				
FLAT-FOOT	27	-10+	11	0	0	-1		7		

ARMOR CHECK PENALTY	-2
MAXIMUM DEX	5
SPELL FAILURE	40%

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	10	5	5			
REF	6	4	2			
WILL	4	4	0			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	15	8		8	-1	
RANGED	9	8		2	-1	
CMB	17	8	STR	8	-1	2
CMD	29	-10+	B8B	0	10	-1



FEATS & 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

Class: Cavalier HD: d10 skills: 4 + Int Mod
 Weapon Prof: All simple & martial
 Armor Prof: Light, Medium & Heavy Armor & Shields
 Challenge (Ex) 2/day +5 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)

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
 Horde Charge (T) +2 attack & dam when charging w/ ally
 Cleave - if first attack is hit, attack again
 Eldritch Claws - Natural attacks are magic and silver

Banner (Ex) - allies w/in 60' +2 save vs fear & +1 charge attack
 Expert Trainer (Ex) +lvl/2 Handle Animal + Training
 Cavalier's Charge (Ex) +4 attack during charge, no AC penalty
 Improved Sunder - +2 Sunder to hit & +lvl/2 damage
 Vandal (Ex) - +2 CMD vs sunder & after sunder, +2 attack for 1 rnd

SKILLS

SKILL	DEX	INT	CHA	STR	INT	CHA	STR	INT	CHA	STR	INT	CHA	STR	INT	CHA	STR	INT	CHA	STR
* ACROBATICS	0		2																
* APPRAISE	1		1																
* BLUFF	4	1	0	3															
* CLIMB	11	2	8	3															
* CRAFT	1		1																
* DIPLOMACY	0		0																
* DISABLE DEVICE	4	1	2	3															
* DISGUISE	0		0																
* ESCAPE ARTIST	0		2																
* FLY	0		2																
* HANDLE ANIMAL	13	8	0	3	2														
* HEAL	0		0																
* INTIMIDATE	7	4	0	3															
* KN			1																
* KN			1																
* KN			1																
* KN			1																
* KN			1																
* KN			1																
* LINGUISTICS			1																
* PERCEPTION	0		0																
* PERFORM	0		0																
* PROF	4	1	0	3															
* RIDE	11	8	2	3															
* SENSE MOTIVE	6	3	0	3															
* SLEIGHT OF HAND			2																
* SPELLCRAFT			1																
* STEALTH	3	4	2	3	-4														
* SURVIVAL	0		0																
* SWIM	17	8	8	3															
* USE MAGIC DEVICE			0																

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	15,000 / 23,000
------------	-----------------

SPEED	30	20
-------	----	----

INIT	2	2
------	---	---

HERO	
------	--

SR	
----	--

DR	
----	--

RESISTANCES	
-------------	--

POOL POINTS	
-------------	--

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
Order of Erecura Half-plate (agile) +3	11	5	-2	40	H	55.0

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
claw (2)	+15	1d8+8	20,x2		S		+grab & constrict 1d6+7