

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	28	9	18	6	4	
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			
182	42	3	Crabman	3	15		1	3	3	3			
	130	10	Cavalier	10	50	10	7	3	3	10			
TOTAL HP			182	FAVORED CLASS	Cavalier	TOTALS	13	65	10	8	6	6	13

ABILITY SCORE & RACIAL NOTES	
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CONDITIONS & MISCELLANEOUS TRACKING

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	13	8	5			
REF	8	6	2			
WILL	6	6	0			

COMBAT NOTES & MODIFIERS

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	21	13		9	-1	
RANGED	14	13		2	-1	
CMB	23	13	STR	9	-1	2
CMD	35	-10+	13	0	1	-1

+2 BAB second attack

Valiant Steed +4 Ride & Handle Animal

SKILLS		TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS	DEX	0		2		
* APPRAISE	INT	1		1		
* BLUFF	CHA	4	1	0	3	
* CLIMB	STR	17	7	9	3	
* CRAFT	INT	1		1		
* DIPLOMACY	CHA	0		0		
* DISABLE DEVICE	DEX	4	1	2	3	
* DISGUISE	CHA	0		0		
* ESCAPE ARTIST	DEX	0		2		
* FLY	DEX	0		2		
* HANDLE ANIMAL	CHA	22	13	0	3	6
* HEAL	WIS	0		0		
* INTIMIDATE	CHA	21	9	0	3	9
* KN:	INT			1		
* KN:	INT			1		
* KN:	INT			1		
* KN:	INT			1		
* KN:	INT			1		
* KN:	INT			1		
* KN:	INT			1		
* LINGUISTICS	INT			1		
* PERCEPTION	WIS	0		0		
* PERFORM	CHA	0		0		
* PROF:	WIS	4	1	0	3	
* RIDE	DEX	20	13	2	3	4
* SENSE MOTIVE	WIS	6	3	0	3	
* SLEIGHT OF HAND	DEX			2		
* SPELLCRAFT	INT			1		
* STEALTH	DEX	8	9	2	3	-4
* SURVIVAL	WIS	0		0		
* SWIM	STR	18	8	9	3	
* USE MAGIC DEVICE	CHA			0		
	STR					
	STR					
	STR					
	STR					
	STR					

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	
Race: Crabman (ToHC-125) (Monstrous Humanoid) HD: d10	Crabman Feats (2) & skills: 4 + Int Mod/lvl
Large -1 AC, -1 attack, +1 CMB, +1 CMD, -4 Stealth	Power Attack -1 attack for +2 damage
Space 10 ft.; Reach 10 ft.	Precise Strike (T) - Deal +1d6 dam on foe flanked by ally
darkvision 60 ft.; Natural Armor +7 AC	Improved Natural Attack (claws)
Amphibious - breather air or water	Mounted Combat - Avoid attacks on mount with Ride check
Intimidating Prowess: Add Strength Mod to Intimidate	Horde Charge (T) +2 attack & dam when charging w/ ally
Improved Critical: (pincers) double threat range	Great Cleave & Cleave - continue to attack until miss
Class: Cavalier HD: d10 skills: 4 + Int Mod	Eldritch Claws - Natural attacks are magic and silver
Weapon Prof: All simple & martial	Bonded Mind (T) - send nonverbal message to allies
Armor Prof: Light, Medium & Heavy Armor & Shields	Havoc (Ex) - Mount can Trample, if miss, Cavalier gains opportunity attack
Challenge (Ex) 4/day +10 damage, -2 AC all other foes	Banner (Ex) - allies w/in 60' +2 save vs fear & +1 charge attack
Mount (Ex) - as animal companion (see separate sheet)	Expert Trainer (Ex) +lvl/2 Handle Animal + Training
Giant Hermit Crab named Anachorita	Cavalier's Charge (Ex) +4 attack during charge, no AC penalty
Order of the Beast (ISC) +1/4 attack for cleave in challenge	Improved Sunder - +2 Sunder to hit & +lvl/2 damage
Greater Tactician - grant Teamwork feat to allies w/in 30' (1/day)	Vandal (Ex) - +2 CMD vs sunder & after sunder, +2 attack for 1 rnd

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	105,000 / 155,000
SLOW <input type="checkbox"/> MEDIUM <input checked="" type="checkbox"/> FAST <input type="checkbox"/>	

SPEED	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) +3	11	5	-2	40	H	55.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
claw (2)	+21	1d8+9	19-20,x2		S		+grab & constrict 1d6+7