

Ludibrium Miles

CHARACTER
Flind Medium Female
 RACE & LA SIZE GENDER
 13 Lawful Evil Erecura
 AGE ALIGNMENT DEITY

PLAYER
 6'6" 260 lbs mottled brown 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: Gnoll, Common, Goblin

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	26	8	18	8		
DEX	18	4	14	4		
CON	22	6	16	6		
INT	14	2	12	2		
WIS	14	2	10	4		
CHA	14	2	12	2		

HITPOINTS			CLASS RECORDER												
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS					
39	24	2	Flind	1	8		3	0	0	2					
	14	1	Cavalier	1	6	1	2	0	0	1					
TOTAL HP			39	FAVORED CLASS		Cavalier	TOTALS		2	14	1	5	0	0	3

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	24	-10+	9	0	4		1			
TOUCH	14	-10+			4					
FLAT-FOOT	20	-10+	9	0	0		1			

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

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	11	5	6			
REF	4	0	4			
WILL	2	0	2			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	10	2		8		
RANGED	6	2		4		
CMB	10	2	STR	8		
CMD	24	-10+	B2B	0	12	



FEATS & FEATURES	
CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	
Race: Flind (ToHC-287) (Humanoid, Gnoll) HD: d8	Gnoll Feats (1) & skills: 2 + Int Mod/lvl
Darkvision 60'; Natural Armor +1 AC	Power Attack -1 attack for +2 damage
	Precise Strike (T) - Deal +1d6 dam on foe flanked by ally
	Mounted Combat - Avoid attacks on mount with Ride check

Class: Cavalier HD: d10 skills: 4 + Int Mod
 Weapon Prof: All simple & martial & Flindbar
 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)
 Dire Hyena named Metuere
 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
* ACROBATICS *	DEX 2		4		
* APPRAISE	INT 2		2		
* BLUFF	CHA 7	2	2	3	
* CLIMB *	STR 10	1	8	3	
* CRAFT:	INT 2		2		
* DIPLOMACY	CHA 2		2		
* DISABLE DEVICE *	DEX 6	1	4	3	
* DISGUISE	CHA 2		2		
* ESCAPE ARTIST *	DEX 2		4		
* FLY *	DEX 2		4		
* HANDLE ANIMAL	CHA 8	3	2	3	
* HEAL	WIS 2		2		
* INTIMIDATE	CHA 8	3	2	3	
KN:	INT 2		2		
KN:	INT 2		2		
KN:	INT 2		2		
KN:	INT 2		2		
KN:	INT 2		2		
KN:	INT 2		2		
KN:	INT 2		2		
KN:	INT 2		2		
KN:	INT 2		2		
* LINGUISTICS	INT 2		2		
* PERCEPTION	WIS 2		2		
* PERFORM:	CHA 2		2		
* PROF:	WIS 2		2		
* RIDE *	DEX 8	3	4	3	
* SENSE MOTIVE	WIS 2		2		
* SLEIGHT OF HAND *	DEX 2		4		
* SPELLCRAFT	INT 2		2		
* STEALTH *	DEX 6	1	4	3	
* SURVIVAL	WIS 2		2		
* SWIM *	STR 6		8		
* USE MAGIC DEVICE	CHA 2		2		
	STR				
	STR				
	STR				
	STR				
	STR				
	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					
INIT	4	=	4	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
flindbar	+10	1d6+8	20,x2		B	2.0	
longsword	+10	1d8+8	19-20,x2		S	4.0	
longbow	+6	1d8+8	20,x3	100	P	3.0	