

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  
 HOMETLAND & 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
<b>STR</b>	28	9	18	8	2	
<b>DEX</b>	18	4	14	4		
<b>CON</b>	22	6	16	6		
<b>INT</b>	14	2	12	2		
<b>WIS</b>	14	2	10	4		
<b>CHA</b>	14	2	12	2		

HITPOINTS			CLASS RECORDER												
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS					
99	24	2	Flind	1	8		3	0	0	2					
	70	5	Cavalier	5	30	5	4	1	1	5					
TOTAL HP			99	FAVORED CLASS		Cavalier	TOTALS		6	38	5	7	1	1	7

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	26	-10+	11	0	4		1			
<b>TOUCH</b>	14	-10+			4					
<b>FLAT-FOOT</b>	22	-10+	11	0	0		1			

ARMOR CHECK PENALTY **-2**

MAXIMUM DEX **5**

SPELL FAILURE **40%**

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	13	7	6			
<b>REF</b>	5	1	4			
<b>WILL</b>	3	1	2			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>	15	6		9		
<b>RANGED</b>	10	6		4		
<b>CMB</b>	15	6	STR	9		
<b>CMD</b>	29	-10+	B6B	0	13	



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
	Horde Charge (T) +2 attack & dam when charging w/ ally
	Cleave - if first attack is hit, attack again

Class: Cavalier HD: d10 skills: 4 + Int Mod	
Weapon Prof: All simple & martial & Flindbar	
Armor Prof: Light, Medium & Heavy Armor & Shields	
Challenge (Ex) 2/day +5 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
Dire Hyena named Metuere	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
Tactician - grant Teamwork feat to allies w/in 30' (1/day)	Vandal (Ex) - +2 CMD vs sunder & after sunder, +2 attack for 1 rnd

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
flindbar	+15	1d6+9	20,x2		B	2.0	
longsword+3	+15+3	1d8+9+3	19-20,x2		S	4.0	
longbow	+10	1d8+9	20,x3	100	P	3.0	

SKILLS					
	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS *	DEX 2		4		
* APPRAISE	INT 2		2		
* BLUFF	CHA 7	2	2	3	
* CLIMB *	STR 13	3	9	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 14	7	2	3	2
* HEAL	WIS 2		2		
* INTIMIDATE	CHA 12	7	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		
* LINGUISTICS	INT 2		2		
* PERCEPTION	WIS 2		2		
* PERFORM:	CHA 2		2		
* PROF:	WIS 2		2		
* RIDE *	DEX 12	7	4	3	
* SENSE MOTIVE	WIS 9	4	2	3	
* SLEIGHT OF HAND *	DEX 2		4		
* SPELLCRAFT	INT 2		2		
* STEALTH *	DEX 10	5	4	3	
* SURVIVAL	WIS 3	1	2		
* SWIM *	STR 11	1	9	3	
* USE MAGIC DEVICE	CHA 2		2		
* STR					
* STR					
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* 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 <input type="checkbox"/>	MEDIUM <input checked="" type="checkbox"/>	FAST <input type="checkbox"/>
15,000	/ 23,000	
<b>SPEED</b>	30	
<b>INIT</b>	4 = 4 DEX MOD + MISC MOD	
<b>HERO</b>		
<b>SR</b>	<b>DR</b>	
<b>RESISTANCES</b>		
<b>POOL POINTS</b>		