

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>	30	10	18	8	4	
<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					
<b>174</b>	24	2	Flind	1	8		3	0	0	2					
	140	10	Cavalier	10	60	10	7	3	3	10					
TOTAL HP			174	FAVORED CLASS		Cavalier	TOTALS		11	68	10	10	3	3	12

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

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>	16	10	6			
<b>REF</b>	7	3	4			
<b>WILL</b>	5	3	2			

COMBAT NOTES & MODIFIERS  
**+2 BAB second attack**



ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>	21	11		10		
<b>RANGED</b>	15	11		4		
<b>CMB</b>	21	11	STR	10		
<b>CMD</b>	35	-10+	BAB	0	DEFLECT	14

Valiant Steed +4 Ride & Handle Animal

SKILLS		TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS	DEX	2		4		
* APPRAISE	INT	2		2		
* BLUFF	CHA	7	2	2	3	
* CLIMB	STR	14	3	10	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	23	12	2	3	6
* HEAL	WIS	2		2		
* INTIMIDATE	CHA	27	12	2	3	10
* KN:	INT			2		
* KN:	INT			2		
* KN:	INT			2		
* KN:	INT			2		
* KN:	INT			2		
* KN:	INT			2		
* KN:	INT			2		
* LINGUISTICS	INT			2		
* PERCEPTION	WIS	2		2		
* PERFORM	CHA	2		2		
* PROF:	WIS			2		
* RIDE	DEX	21	12	4	3	4
* SENSE MOTIVE	WIS	12	7	2	3	
* SLEIGHT OF HAND	DEX			4		
* SPELLCRAFT	INT			2		
* STEALTH	DEX	17	12	4	3	
* SURVIVAL	WIS	8	6	2		
* SWIM	STR	12	1	10	3	
* USE MAGIC DEVICE	CHA			2		
	STR					
	STR					
	STR					
	STR					
	STR					

**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
	Great Cleave & Cleave - continue to attack until miss
	Bonded Mind (T) - send nonverbal message to allies
Class: Cavalier HD: d10 skills: 4 + Int Mod	Improved Critical: (long sword) double threat range
Weapon Prof: All simple & martial & Flindbar	Intimidating Prowess: Add Strength Mod to Intimidate
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
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
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 SLOW  MEDIUM  FAST  105,000 / 155,000

	BASE	FLY	SWIM	CLIMB	MISC
<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>					

**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
flindbar	+21	1d6+10	20,x2		B	2.0	
longsword+3	+21+3	1d8+10+3	17-20,x2		S	4.0	
longbow	+15	1d8+10	20,x3	100	P	3.0	