

Mächali Ghödö

CHARACTER
Gillmen Medium Female
 RACE & LA SIZE GENDER
 23 Lawful Neutral Pharasma
 AGE ALIGNMENT DEITY
 LANGUAGES: Common, Aboleth, Undercommon, Elven, Aquan

PLAYER
 5'3" 120 lbs none purple greenish yellow
 HEIGHT WEIGHT HAIR EYES SKIN
 the coasts of Absalom
 HOMELAND & BACKGROUND OCCUPATION



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	18	4	18			
DEX	17	3	17			
CON	20	5	18	2		
INT	16	3	16			
WIS	8	-1	10	-2		
CHA	16	3	14	2		

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
15	15	1	Cavalier	1	7		2	0	0	1
TOTAL HP			TOTALS		1	7	0	2	0	1

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	22	-10+	7	2	3					
TOUCH	13	-10+			3					
FLAT-FOOT	19	-10+	7	2	0					

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

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	7	2	5			
REF	3	0	3			
WILL	-1	0	-1			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	5	1		4		
RANGED	4	1		3		
CMB	5	1	STR	4		
CMD	18	-10+	B1B	0	7	

FEATS & FEATURES
 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Gillmen (aquatic) (ISR-176,243) Mounted Combat (Ex) - negate hit on mount w/ ride check
 amphibious - breathe both water and air
 deep gillmen: darkvision 60' and resist cold 5
 Servitor: gillmen unknowingly serve aboleth schemes
 water dependent - cannot leave water for more than 1 day
 Class: Cavalier (APG-32) HD: d10
 Weapon & Armor Prof.: All
 Challenge (Ex) +vl dam, -2 AC against designated foe (APG-32)
 mount: hippocampus (B2-155) name = Ghödö, see below
 Tactician (Ex): shared teamwork feat - Precise Strike (APG-167)
 Precise Strike - Deal +1d6 points of precision damage, grant to all allies in 30', 1/day
 Order: Order of the Beast (ACG-90)
 Edict: Protect nature and beasts from civilization
 Mount gains +1 attack vs challenged foe

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR banded mail	7					35.0
SHIELD shield, heavy wooden	2					10.0

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
lance	+5	1d8+5	20,x3		P	10.0	
bastard sword	+5	1d10+5	19-20,x2		S	6.0	

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 SLOW MEDIUM FAST 0 / 2,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
30	30				

INIT 3 = 3 DEX MOD + MISC MOD

HERO

SR DR

RESISTANCES cold 5

POOL POINTS

