RACE & LA

23

AGE

Gillmen Medium Female

GENDER SIZE Pharasma

5'3" HEIGHT

120 lbs none WEIGHT HAIR

purple EYES

23								ne coasts of Absalom											ig g			3
ALIGNMENT DEITY LANGUAGES: Common, Aboleth, Undercommon, Elven, Aquan						OUND OCCUP	PATION					Orio	ginal by Neceros									
LANGUAGES	Common,	Aboleti	i, Onder	COMMINIO	ii, Liveii	, Aquai													ranoo.com	i. version	1.0.2012	
ABILITY SO		MOD	BASE	ENHANCE	MISC	TEMP	CURRENT	TPOIN		GAINED	HD		CL	ASS NAME	LASS RE	BAB	SKILL	_	PS FORT	REF	WILL	LEVELS
STR	22	6	18		4		40			132	10		C	avalier		10	70	┸	7	3	3	10
DE)	17	3	17				∣ 13	ン										\perp	\perp	L		
COI	20	5	18	2													L	\perp	\perp	$oldsymbol{ol}}}}}}}}}}}}}}}}}$		
INT	16	3	16				NONLETHAL HP DAM											\perp				
WIS		T -1	10	-2			TEMPORARY HP															
		+	-				Т	TOTAL I	HP.	132	FAVOR				TOTALS	10	70	0	7	3	3	10
CHA 16 3 14 2							CONDITIONS & MISCELLANEOUS TRACKING							SKILLS RANK TOTAL RANKS ABILITY TRAIN								70
ABILITY SCORE & RACIAL NOTES														*□ Acrob	TICS +		DEX 3 3					MISC
ARMOR CI	LASS TOTAL		ARMOR	SHIELD	ATT DEX	ACKS 8	& DEFENSE DODGE NATURAL	DEFLECT	MISC	TEMP				*□ APPRAI: *☑ BLUFF	SE		HA .	3 12	6	3	3	
AC	29	_1O+	10	5	3				1		ARM	OR CHECK PENALTY	0	* ☑ CLIMB	•		_	10	1	6	3	
TOUC	H 13				3	i	illi	$\overline{}$			i	MAXIMUM DEX		∗ ✓ CRAFT: ∗ ✓ DIPLON	IACY.		INT :HA	7	6	3	3	
FLAT-F		f	40	5		╬─	<u> </u>				1	SPELL	0%	☐ DISABL			DEX	12	-	3	<u> </u>	
	25	_10	. 10			J L			COMBAT N	IOTES & MC	DIFIERS	FAILURE	0 70	*□ DISGUI*□ ESCAPE			CHA DEX	3		3		
SAVING TH	NG THROWS TOTAL CLASS BASE ABILITY ENHANCE MISC					+5 BA		*□ ESCAPE *□ FLY •	,		DEX	3		3								
FOR	т 12		7 5											✓ HANDL ★□ HEAL	E ANIMAL		_	21	10	3 -1	3	5
REF	6	1	3	3										*☐ HEAL	DATE			16	10	3	3	
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WIL]								□ KN:□ KN:			INT	\dashv		3		
MEL		_	TACK BONUS	ТЕМР	ABILITY	SIZE	MISC							□ Kn:			INT	コ	\Box	3		
ATTACK MO	DIFIER TO	<u> </u>	10	<u> </u>	6	<u> </u>								□ KN:□ KN:			INT	\dashv	\rightarrow	3		
RANG			10		3								LINGUI			INT			3			
СМІ	1 6	10	STF	₹	6								∗□ Percep ∗□ Perfor			WIS CHA	9	10	-1			
СМІ	29	_10+	. BI40B	DODGE &	STB.&									PROF:			wis	7	1	-1	3	4
							*☑ RIDE • ±☑ SENSE	MOTIVE			16 12	10	-1	3								
							FEATURES								T OF HAND •		DEX		10	3	J	
Race:	Gillmen (a	auatic)	(ISR-1			CIAL TRAITS,	Mounted Comb		- negate	e hit on	mour	nt w/ ric	de check	■ SPELLC *■ STEALT			DEX	3		3		
							Cavalier's Charge	*■ SURVIV			WIS	8	1	-1	3	5						
amphibious - breathe both water and air deep gillmen: darkvision 60' and resist cold 5						Expert Traine	*☑ SWIM •	GIC DEVICE		STR	14	1	6 3	3	4							
								Banner (Ex) allies +2 save vs fear, +1 charge attack								STR						
water dependent - cannot leave water for more than 1 day										STR	\perp	\dashv		\rightarrow								
Class: Cavalier (APG-32) HD: d10							Indomitable Me			neck as	moul	nte eav	e (CoG)			STR	т	-		\neg		
Weapon & Armor Prof.: All						Shield Focus				mou	110 001	- (000)			STR	F						
Challenge (Ex) +Ivl dam, -2 AC against designated foe 4/day (APG-32)							Mounted Shield - apply shield bonus to mount								O SHOW A CLASS			LLS WIT	H RANKS (SAIN A +3	TRAINED	BONUS.
mount: hippocampus (B2-155) name = Ghōdō, see below							Trample - overrun w/ +4 attack vs prone foes							* SKILL CAN BE USED UNTRAINED * ARMOR CHECK PENALTY APPLIES EXPERIENCE 105,000 / 105,000								
Tactician (Ex): shared teamwork feat - Precise Strike (APG-167)							Mounted Onslaught - overrun multiple foes (CoG-50)							- SLOW □ MEDIUM ☑ FAST □ 103,000 / 103,000								
Precise Strike - Deal +1d6 points of precision damage, grant to all allies in 30', 1/day							mounted offstaught - overfull multiple loes (000-30)							SPE	ED .		30	$\overline{}$	$\overline{}$	30	CLIMB	MISC
Order: Order of the Beast (ACG-90)														INI		3	= [3	DEX	+ [MISC
Edict: Protect nature and beasts from civilization															— ,		<u> </u>	MOD	<u> </u>		MOD	
Mount gains +x=3 attack vs challenged foe							HER		 													
							Wild Mount Shape (Su) - change shape of mount x=2/day								SR DR							
vviiu Eľ	ιιμαιιιγ(ΕΧ	, impro	ve ann	iai allill	ue (PC	/ \\-00)	vviid iviourit Sn	iape (St	a) - Glar	ige sila	ihe Ol	mount	x-z/uay	RESIST	ANCES C	old 5						
						∕OR &	WEAPONS						_	POOL P	OINTS	$\neg $						
le-	Inwoore to	anded :-		ME & DESCRI	PTION				MAX DEX	PENALTY S	PELL FAII	L TYPE	WEIGHT				_	_				
ARMOR	lpweave ba			`alvary '	2 +3 115	denwata	er +5 mounted	10 5	\vdash				35.0 10.0				—	—				
Shield of the Hippocampus Calvary 2, +3 underwate																						
WEAPON NAME & DESCRIPTION						ATTACK MODIFIER:	#16 #16 #5 20,x							Р ТҮРЕ	MEIGHT AMMO & NOTES							
hastard sword of the Storm Cantain					+16+4						20,x		9	6.0	-	—						

	FEATS & SPECIAL ABILITIES	;	,												
l mo	punt: hippocampus (B2-155) name = Ghōḍō	USES/DAY	USED	Ш				NAME					USES/DAY	USED	
-	t -1, darkvision 60', scent, perception +6			1											
\vdash	C 12+8=20, F+5, R+2, W+1, HP 15, Swim 60', BAB+			1											
\vdash	ster dependency: can survive out of water for 15 min			1											
\vdash	Druid Animal Companion (PCR-52) (HD d8=lvl)			1											
-	k (Ex) cavalier and mount are companions (PCR-52			1											
\vdash	at: Endurance			1											
					1										
Mo	ounted Shield - apply shield bonus to mount			1											
-	domitable Mount: use ride check as mount's save (Co	oG) +8			1										
×	EQUIPMENT & MAGIC ITEM	S QTY / USES	WGT N/A	WEIGHT	#		E	QUII	PME	NT & I	MAGIC	ITEMS	QTY / USES	WGT N/A	WEIGHT
00	underwater adventurer's kit	Q11 / 0323	wor N/A	#210111									Q11 / 03E3	WG! N/A	WEIGH
					1 🗆	Shield	of the Hippoca	mpu	s Ca	lvary					
					1 🗆	+3 AC	when underwa	ter,	+5 w	hen rid	er moui				
					1 🗆										
	lance				1 🗆	kelpweave banded mail +3									
					1	- no un	derwater pena	lty							
	saddle and reins				1 🗆										
					1	gillmer	n helm of regen	erati	on						
					1 🗆	- reger	neration 1 min/l	vl							
					1 🗆										
					1 🗆	bastard	d sword of the	Storr	n Ca	ptain					
Г					1	- +4 electric damage									
				- +4 Profession (sailor) and Swim checks											
					1	- cast \	vortex (1/day) (APG	-254	.)					
					1	50 ft. d	leep, 30 ft. wide	e at	top, a	and 5 f	t. wide	at base			
					1	range:	long, 1 rnd/lvl,	save	e: ref	lex, 3d	6 dam/r	nd			
					1										
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	WORN MAGIC ITEM EQUIPMENT EQUIPMENT SLOTS FOR MAGIC ITEMS	#			CONTAIN	ER	BAGS & CO	NTA	INE		LUME/WEIGH	IT LIMIT/NO	TES		WEIGHT
	BELT:														
Г	BODY:														
Г	CHEST:														
	EYES:														
Н	FEET:				RRENC								ARRIED		
HANDS: PLATINUM		PLATINUM	CARR	HED	CARRIE	WGT N/A	STORED	∺			1	REASURE			WEIGHT
\vdash	HEAD:	GOLD													<u> </u>
н	EADBAND:	SILVER													<u> </u>
H	NECK:	COPPER													
RING:									ЭНТ	MEDIUM	HEAVY	ADS &	LIFT ABOVE	LIFT OFF	DRAG &
\vdash	RING:			CARRII	ED WE	IGHT			76	352	528	N	528	1056	2640
ARM			CURREN		JIPMENT	MISC	TOTAL		0	0		MODIFIED	0	0	0
۳	WRIST:	61.0	0.0		0.0		61.0	\vdash	RRENT		LIGHT		IEDIUM 🗖		VY 🗆
		01.0	1 0.0		0.0		1 0 1.0				LIGHT	- N	I L D I U IVI 🗖	пса	