

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
<b>STR</b>	22	6	18		4	
<b>DEX</b>	17	3	17			
<b>CON</b>	20	5	18	2		
<b>INT</b>	16	3	16			
<b>WIS</b>	8	-1	10	-2		
<b>CHA</b>	16	3	14	2		

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
<b>132</b>	132	10	Cavalier	10	70		7	3	3	10
NONLETHAL HP DAM										
TEMPORARY HP										
<b>TOTAL HP</b>	132	FAVORED CLASS	<b>TOTALS</b>	10	70	0	7	3	3	10

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	29	-10+	10	5	3				1	
<b>TOUCH</b>	13	-10+			3					
<b>FLAT-FOOT</b>	25	-10+	10	5	0					

ARMOR CHECK PENALTY: 0  
 MAXIMUM DEX: --  
 SPELL FAILURE: 0%

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	12	7	5			
<b>REF</b>	6	3	3			
<b>WILL</b>	2	3	-1			

COMBAT NOTES & MODIFIERS  
 +5 BAB on second attack

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>	16	10		6		
<b>RANGED</b>	13	10		3		
<b>CMB</b>	16	10	STR	6		
<b>CMD</b>	29	-10+	10	0	9	

SKILLS		TOTAL	RANKS	ABILITY	TRAINED	MISC
<input type="checkbox"/> ACROBATICS	DEX	3		3		
<input type="checkbox"/> APPRAISE	INT	3		3		
<input checked="" type="checkbox"/> BLUFF	CHA	12	6	3	3	
<input checked="" type="checkbox"/> CLIMB	STR	10	1	6	3	
<input checked="" type="checkbox"/> CRAFT	INT	7	1	3	3	
<input checked="" type="checkbox"/> DIPLOMACY	CHA	12	6	3	3	
<input type="checkbox"/> DISABLE DEVICE	DEX			3		
<input type="checkbox"/> DISGUISE	CHA	3		3		
<input type="checkbox"/> ESCAPE ARTIST	DEX	3		3		
<input type="checkbox"/> FLY	DEX	3		3		
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA	21	10	3	3	5
<input type="checkbox"/> HEAL	WIS	-1		-1		
<input checked="" type="checkbox"/> INTIMIDATE	CHA	16	10	3	3	
<input checked="" type="checkbox"/> KN: nature	INT	9	3	3	3	
<input type="checkbox"/> KN:	INT			3		
<input type="checkbox"/> KN:	INT			3		
<input type="checkbox"/> KN:	INT			3		
<input type="checkbox"/> KN:	INT			3		
<input type="checkbox"/> KN:	INT			3		
<input type="checkbox"/> LINGUISTICS	INT			3		
<input type="checkbox"/> PERCEPTION	WIS	9	10	-1		
<input type="checkbox"/> PERFORM	CHA	3		3		
<input checked="" type="checkbox"/> PROF: sailor	WIS	7	1	-1	3	4
<input checked="" type="checkbox"/> RIDE	DEX	16	10	3	3	
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	12	10	-1	3	
<input type="checkbox"/> SLEIGHT OF HAND	DEX			3		
<input type="checkbox"/> SPELLCRAFT	INT			3		
<input type="checkbox"/> STEALTH	DEX	3		3		
<input checked="" type="checkbox"/> SURVIVAL	WIS	8	1	-1	3	5
<input checked="" type="checkbox"/> SWIM	STR	14	1	6	3	4
<input type="checkbox"/> USE MAGIC DEVICE	CHA			3		
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
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<input type="checkbox"/>	STR					
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<input type="checkbox"/>	STR					

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

Race: Gillmen (aquatic) (ISR-176,243)  
 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) +1v dam, -2 AC against designated foe 4/day (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 +x=3 attack vs challenged foe  
 Wild Empathy(Ex) Improve animal attitude (PCR-50)

Mounted Combat (Ex) - negate hit on mount w/ ride check  
 Cavalier's Charge (Ex) +4 attack during charge & no AC penalty (APG-33)  
 Expert Trainer (Ex) +1v/2 Handle Animal  
 Banner (Ex) allies +2 save vs fear, +1 charge attack  
 Greater Tactician (Ex)  
 Indomitable Mount use ride check as mounts save (CoG)  
 Shield Focus +1 Shield AC  
 Mounted Shield - apply shield bonus to mount  
 Trample - overrun w/ +4 attack vs prone foes  
 Mounted Onslaught - overrun multiple foes (CoG-50)  
 Wild Mount Shape (Su) - change shape of mount x=2/day

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 / 105,000

SPEED 30 = 30 BASE FLY SWIM CLIMB MISC  
 INIT 3 = 3 DEX MOD + MISC MOD  
 HERO  
 SR DR  
 RESISTANCES cold 5  
 POOL POINTS

ARMOR & WEAPONS		AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR	kelpweave banded mail +3	10					35.0
SHIELD	Shield of the Hippocampus Calvary 2, +3 underwater, +5 mounted	5					10.0

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
lance	+16	1d8+5	20,x3		P	10.0	
bastard sword of the Storm Captain	+16+4	1d10+5+4 electric	19-20,x2		S	6.0	

