

**Pango**

CHARACTER  
**Cave Troll** Medium Male  
 RACE & LA SIZE GENDER  
 15 Chaotic Evil Urxehl  
 AGE ALIGNMENT DEITY  
 LANGUAGES: Giant

PLAYER  
 6' 0" 300 lbs black yellow blackish gray  
 HEIGHT WEIGHT HAIR EYES SKIN  
 Mwangi Expanse  
 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>	20	5	16	4		
<b>DEX</b>	30	10	18	12		
<b>CON</b>	24	7	14	10		
<b>INT</b>	8	-1	12	-4		
<b>WIS</b>	8	-1	10	-2		
<b>CHA</b>	4	-3	8	-4		

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
71	52	4	Cave Troll	3	12	4	4	2	1	4
	15	1	Slayer	1	5		2	2	0	1
<b>TOTAL HP</b>			<b>TOTALS</b>	4	17	4	6	4	1	5

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	27	-10+	0	0	10		2	5		
<b>TOUCH</b>	22	-10+			10		2			
<b>FLAT-FOOT</b>	15	-10+	0	0	0		5			

SKILLS RANKS TOTAL 17

	TOTAL	RANKS	ABILITY	TRAINED	MISC
<input checked="" type="checkbox"/> ACROBATICS	DEX 14	1	10	3	
<input type="checkbox"/> APPRAISE	INT -1		-1		
<input checked="" type="checkbox"/> BLUFF	CHA -3		-3		
<input checked="" type="checkbox"/> CLIMB	STR 9	1	5	3	
<input checked="" type="checkbox"/> CRAFT	INT -1		-1		
<input type="checkbox"/> DIPLOMACY	CHA -3		-3		
<input type="checkbox"/> DISABLE DEVICE	DEX		10		
<input checked="" type="checkbox"/> DISGUISE	CHA -3		-3		
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX 10		10		
<input type="checkbox"/> FLY	DEX 10		10		
<input type="checkbox"/> HANDLE ANIMAL	CHA		-3		
<input checked="" type="checkbox"/> HEAL	WIS -1		-1		
<input checked="" type="checkbox"/> INTIMIDATE	CHA 1	1	-3	3	
<input checked="" type="checkbox"/> KN: dungeoneering	INT		-1		
<input checked="" type="checkbox"/> KN: geography	INT 3	1	-1	3	
<input checked="" type="checkbox"/> KN: local	INT		-1		
<input type="checkbox"/> KN:	INT		-1		
<input type="checkbox"/> KN:	INT		-1		
<input type="checkbox"/> KN:	INT		-1		
<input type="checkbox"/> LINGUISTICS	INT		-1		
<input checked="" type="checkbox"/> PERCEPTION	WIS 7	5	-1	3	
<input type="checkbox"/> PERFORM	CHA -3		-3		
<input checked="" type="checkbox"/> PROF:	WIS		-1		
<input checked="" type="checkbox"/> RIDE	DEX 10		10		
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS 3	1	-1	3	
<input type="checkbox"/> SLEIGHT OF HAND	DEX		10		
<input type="checkbox"/> SPELLCRAFT	INT		-1		
<input checked="" type="checkbox"/> STEALTH	DEX 18	5	10	3	
<input checked="" type="checkbox"/> SURVIVAL	WIS 4	1	-1	3	1
<input checked="" type="checkbox"/> SWIM	STR 9	1	5	3	
<input type="checkbox"/> USE MAGIC DEVICE	CHA		-3		
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	13	6	7			
<b>REF</b>	14	4	10			
<b>WILL</b>	0	1	-1			

COMBAT NOTES & MODIFIERS



ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>	10	4		5		1
<b>RANGED</b>	15	4		10		1
<b>CMB</b>	14	4	DEX	10		
<b>CMD</b>	31	-10+	B4B	2	15	

**FEATS & FEATURES**

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Cave Troll (ToHC-611) Humanoid HD: d8 Cave Troll feats (2) & skills (4+Int Mod/lvl)

Darkvision 90' & Low Light Vision Dodge +1 AC

Scent 30'; upwind 60'; downwind 15' Improved Initiative +4

Natural Armor +5 AC Improved Critical (Claws) - double critical range

Rend: If two claws hit, add! 1d6+1.5 Str Mod

Permanent Haste Spell +1 attack, +1 AC, +1 Reflex & 1 extra attack

Regeneration 3 (fire or acid)

Spider Climb (Su) - CL 4 - Climb sheer surfaces (at will)

Class: Slayer HD: d10: skills 6+Int Mod

Weapon Prof: All simple & martial

Armor Prof: Light & Medium Armor & Shields

Studied Target (move) +1 Bluff, Knowledge, Perception, Sense Motive, Survival, attack & dam

Track +lvl/2 survival checks for tracking

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

	BASE	FLY	SWIM	CLIMB	MISC
<b>SPEED</b>	60			20	
<b>INIT</b>	14	=	10	DEX MOD +	4
<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						
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
claws (2)	+10	1d4+5	19-20,x2		S		plus rend, 1d6+1.5 Str Mod
bite	+10	1d6+5	20,x2		P		