

Pilosus Cornu

CHARACTER  
**Gronk** Large Male  
RACE & LA SIZE GENDER  
**32** Chaotic Neutral Erecura  
AGE ALIGNMENT DEITY

PLAYER  
**9'0"** 600 lbs whitish w/ brown red -  
HEIGHT WEIGHT HAIR EYES SKIN  
**Loric Fells, River Kingdoms**  
HOMELAND & BACKGROUND OCCUPATION



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

LANGUAGES: **Giant, Goblin**

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
<b>STR</b>	<b>26</b>	<b>8</b>	<b>18</b>	<b>8</b>		
<b>DEX</b>	<b>12</b>	<b>1</b>	<b>12</b>			
<b>CON</b>	<b>22</b>	<b>6</b>	<b>16</b>	<b>6</b>		
<b>INT</b>	<b>12</b>	<b>1</b>	<b>14</b>	<b>-2</b>		
<b>WIS</b>	<b>10</b>	<b>0</b>	<b>10</b>			
<b>CHA</b>	<b>10</b>	<b>0</b>	<b>12</b>	<b>-2</b>		

**HITPOINTS**

CURRENT HP	HP GAINED	HD
<b>71</b>	<b>56</b>	<b>4</b>
	<b>14</b>	<b>1</b>
NONLETHAL HP DAM		
TEMPORARY HP		
<b>TOTAL HP</b>	<b>71</b>	FAVORED CLASS
		<b>Cavalier</b>

**CLASS RECORDER**

CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
<b>Gronk</b>	<b>4</b>	<b>20</b>		<b>1</b>	<b>4</b>	<b>4</b>	<b>4</b>
<b>Cavalier</b>	<b>1</b>	<b>5</b>	<b>1</b>	<b>2</b>	<b>0</b>	<b>0</b>	<b>1</b>
<b>TOTALS</b>	<b>5</b>	<b>25</b>	<b>1</b>	<b>3</b>	<b>4</b>	<b>4</b>	<b>5</b>

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

**ATTACKS & DEFENSE**

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	<b>23</b>	-10+	<b>9</b>	<b>0</b>	<b>1</b>	<b>-1</b>		<b>4</b>		
<b>TOUCH</b>	<b>10</b>	-10+			<b>1</b>	<b>-1</b>				
<b>FLAT-FOOT</b>	<b>22</b>	-10+	<b>9</b>	<b>0</b>	<b>0</b>	<b>-1</b>		<b>4</b>		

ARMOR CHECK PENALTY **-2**  
 MAXIMUM DEX **5**  
 SPELL FAILURE **40%**

COMBAT NOTES & MODIFIERS



SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	<b>9</b>	<b>3</b>	<b>6</b>			
<b>REF</b>	<b>5</b>	<b>4</b>	<b>1</b>			
<b>WILL</b>	<b>4</b>	<b>4</b>	<b>0</b>			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>	<b>12</b>	<b>5</b>		<b>8</b>	<b>-1</b>	
<b>RANGED</b>	<b>5</b>	<b>5</b>		<b>1</b>	<b>-1</b>	
<b>CMB</b>	<b>14</b>	<b>5</b>	<b>STR</b>	<b>8</b>	<b>-1</b>	<b>2</b>
<b>CMD</b>	<b>25</b>	-10+	<b>B5B</b>	<b>0</b>	<b>9</b>	<b>-1</b>

**FEATS & FEATURES**

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Gronk (ToHC-358) (Monstrous Humanoid) HD: d10  
 Large -1 AC, -1 attack, +1 CMB, +1 CMD, -4 Stealth  
 Space/Reach: 10 ft./10 ft.; Fast 40'  
 darkvision 60'; Natural Armor +4  
 Racial skills: +4 survival

Gronk Feats (2) & skills: 4 + Int Mod/lvl  
 Power Attack -1 attack for +2 damage  
 Precise Strike (T) - Deal +1d6 dam on foe flanked by ally  
 Intimidating Prowess - add Str Mod to Intimidate  
 Mounted Combat - Avoid attacks on mount with Ride check

Racial Hatred: Orcs & Half-Orcs

Class: Cavalier HD: d10 skills: 4 + Int Mod

Weapon Prof: All simple & martial

Armor Prof: Light, Medium & Heavy Armor & Shields

Challenge (Ex) 1/day +1 damage, -2 AC all other foes

Mount (Ex) - as animal companion (see separate sheet)

Wooly Rhinoceros named Lanatis

Order of the Beast (ISC) +1/4 attack for cleave in challenge

Tactician - grant Teamwork feat to allies w/in 30' (1/day)

**ARMOR & WEAPONS**

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Order of Erecura Half-plate (agile) +1	<b>9</b>	<b>5</b>	<b>-2</b>	<b>40</b>	<b>H</b>	<b>110.0</b>
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
slams (2)	<b>+12</b>	<b>1d6+8</b>	<b>20,x2</b>		<b>B</b>		
horn	<b>+12</b>	<b>1d6+8</b>	<b>20,x2</b>		<b>P</b>		
longsword large	<b>+12</b>	<b>1d10+8</b>	<b>19-20,x2</b>		<b>S</b>		

**SKILLS**

SKILL	DEX	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS *	DEX	-1		1		
* APPRAISE	INT	1		1		
* BLUFF	CHA	4	1	0	3	
* CLIMB *	STR	10	1	8	3	
* CRAFT:	INT	5	1	1	3	
* DIPLOMACY	CHA	0		0		
* DISABLE DEVICE *	DEX			1		
* DISGUISE	CHA	0		0		
* ESCAPE ARTIST *	DEX	-1		1		
* FLY *	DEX	-1		1		
* HANDLE ANIMAL	CHA	8	5	0	3	
* HEAL	WIS	0		0		
* INTIMIDATE	CHA	16	5	0	3	8
* KN:	INT			1		
* KN:	INT			1		
* KN:	INT			1		
* KN:	INT			1		
* KN:	INT			1		
* KN:	INT			1		
* LINGUISTICS	INT			1		
* PERCEPTION	WIS	0		0		
* PERFORM:	CHA	0		0		
* PROF:	WIS			0		
* RIDE *	DEX	7	5	1	3	
* SENSE MOTIVE	WIS	8	5	0	3	
* SLEIGHT OF HAND *	DEX			1		
* SPELLCRAFT	INT			1		
* STEALTH *	DEX	-1	1	1	3	-4
* SURVIVAL	WIS	4		0		4
* SWIM *	STR	10	1	8	3	
* USE MAGIC DEVICE	CHA			0		
* STR						
* STR						
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* STR						

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
<b>40</b>					

INIT **1** = **1** DEX MOD +  MISC MOD

HERO

SR  DR

RESISTANCES

POOL POINTS