

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
STR	28	9	18	8	2	
DEX	12	1	12			
CON	22	6	16	6		
INT	12	1	14	-2		
WIS	10	0	10			
CHA	10	0	12	-2		

HITPOINTS

CURRENT HP	HP GAINED	HD
131	56	4
	70	5
NONLETHAL HP DAM		
TEMPORARY HP		
TOTAL HP	131	FAVORED CLASS
		Cavalier

CLASS RECORDER

CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Gronk	4	20		1	4	4	4
Cavalier	5	25	5	4	1	1	5
TOTALS	9	45	5	5	5	5	9

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	25	-10+	11	0	1	-1	4			
TOUCH	10	-10+			1	-1				
FLAT-FOOT	24	-10+	11	0	0	-1	4			

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

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	11	5	6			
REF	6	5	1			
WILL	5	5	0			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	17	9		9	-1	
RANGED	9	9		1	-1	
CMB	19	9	STR	9	-1	2
CMD	30	-10+	B9B	0	10	-1



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
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) 2/day +5 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)
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
Horde Charge (T) +2 attack & dam when charging w/ ally
Cleave - if first attack is hit, attack again
Banner (Ex) - allies w/in 60' +2 save vs fear & +1 charge attack
Expert Trainer (Ex) +lvl/2 Handle Animal + Training
Cavalier's Charge (Ex) +4 attack during charge, no AC penalty
Improved Sunder - +2 Sunder to hit & +lvl/2 damage
Vandal (Ex) - +2 CMD vs sunder & after sunder, +2 attack for 1 rnd

SKILLS

SKILL	DEX	INT	CHA	STR	WIS	RANKS TOTAL	45
* ACROBATICS *	-1		1				
* APPRAISE	1		1				
* BLUFF	4	1	0	3			
* CLIMB *	11	1	9	3			
* CRAFT:	5	1	1	3			
* DIPLOMACY	0		0				
* DISABLE DEVICE *			1				
* DISGUISE	0		0				
* ESCAPE ARTIST *	-1		1				
* FLY *	-1		1				
* HANDLE ANIMAL	14	9	0	3	2		
* HEAL	0		0				
* INTIMIDATE	20	9	0	3	8		
* KN:			1				
* KN:			1				
* KN:			1				
* KN:			1				
* KN:			1				
* KN:			1				
* KN:			1				
* LINGUISTICS			1				
* PERCEPTION	0		0				
* PERFORM:	0		0				
* PROF:			0				
* RIDE *	11	9	1	3			
* SENSE MOTIVE	12	9	0	3			
* SLEIGHT OF HAND *			1				
* SPELLCRAFT			1				
* STEALTH *	3	5	1	3	-4		
* SURVIVAL	4		0		4		
* SWIM *	11	1	9	3			
* USE MAGIC DEVICE			0				
* STR							
* STR							
* STR							
* STR							
* STR							
* 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 15,000 / 23,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
40					

INIT 1 = 1 DEX MOD + MISC MOD

HERO

SR DR

RESISTANCES

POOL POINTS

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Order of Erecura Half-plate (agile) +3	11	5	-2	40	H	110.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
slams (2)	+17	1d6+9	20,x2		B		
horn	+17	1d6+9	20,x2		P		
longsword large+3	+17+3	1d10+9+3	19-20,x2		S		