

Pū

CHARACTER

karkanak

Medium

Male

RACE & LA

SIZE

GENDER

10

Neutral

Gozreh

AGE

ALIGNMENT

DEITY

LANGUAGES: Aquan, Click-clack (Karkanak)

Hebeloma

PLAYER

7'1"

410 lbs

orange

black

mottled tan

HEIGHT

WEIGHT

HAIR

EYES

SKIN

Valashmai Sea

HOMELAND & BACKGROUND OCCUPATION



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

ABILITY SCORE

TOTAL

MOD

BASE

ENHANCE

MISC

TEMP

STR

20

5

18

2

DEX

14

2

16

-2

CON

16

3

14

2

INT

12

1

12

WIS

10

0

10

CHA

10

0

10

HITPOINTS

CURRENT HP

15

HP GAINED

14

HD

1

CLASS NAME

Fighter

NONLETHAL HP DAM

TEMPORARY HP

TOTAL HP

15

FAVORED CLASS

Fighter

TOTALS

1

3

1

2

0

0

1

CLASS RECORDER

BAB

SKILL

FC HPS

FORT

REF

WILL

LEVELS

1

3

1

2

0

0

1

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

ARMOR CLASS

TOTAL

ARMOR

SHIELD

DEX

SIZE

DODGE

NATURAL

DEFLECT

MISC

TEMP

AC

22

-10+

6

2

2

2

ARMOR CHECK PENALTY

-2

TOUCH

12

-10+

2

MAXIMUM DEX

5

FLAT-FOOT

20

-10+

6

2

0

2

SPELL FAILURE

40%

COMBAT NOTES & MODIFIERS

SAVING THROWS

TOTAL

CLASS BASE

ABILITY

ENHANCE

MISC

TEMP

FORT

5

2

3

REF

2

0

2

WILL

0

0

0

ATTACKS

TOTAL

BASE ATTACK BONUS

TEMP

ABILITY

SIZE

MISC

MELEE

6

1

5

RANGED

3

1

2

CMB

6

1

STR

5

CMD

18

-10+

B1B

DODGE & DEFLECT

0

STR & DEX

7

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Echinn (Humanoid: Aquatic, Anthromorph) (CSBBB-128)

Class: Fighter HD: d10; skills 2+Int Mod (CRB)

Racial Buoyancy -190; Depth Tolerance: 600'

Weapon Prof: all simple & martial weapons

Gilled: Water-breather; Amphibious air for 1/2 hr/Con

Armor Prof: light, medium & heavy armor & shields

Bestial Senses +2 Perception

Natural Armor +2;

Innate Craft: can use Wis instead of Int for craft checks

SKILLS

RANKS TOTAL

3

TOTAL

RANKS

ABILITY

TRAINED

MISC

* ACROBATICS +

DEX

0

2

* APPRAISE

INT

1

1

* BLUFF

CHA

0

0

* CLIMB +

STR

3

5

* CRAFT:

INT

1

1

* DIPLOMACY

CHA

0

0

* DISABLE DEVICE +

DEX

2

* DISGUISE

CHA

0

0

* ESCAPE ARTIST +

DEX

0

2

* FLY +

DEX

0

2

* HANDLE ANIMAL

CHA

0

* HEAL

WIS

0

0

* INTIMIDATE

CHA

4

1

0

3

* KN: dungeoneering

INT

1

* KN: engineering

INT

1

* KN:

INT

1

* KN:

INT

1

* KN:

INT

1

* LINGUISTICS

INT

1

* PERCEPTION

WIS

2

0

2

* PERFORM:

CHA

0

0

* PROF:

WIS

0

* RIDE +

DEX

0

2

* SENSE MOTIVE

WIS

0

0

* SLEIGHT OF HAND +

DEX

2

* SPELLCRAFT

INT

1

* STEALTH +

DEX

0

2

* SURVIVAL

WIS

4

1

0

3

* SWIM +

STR

7

1

5

3

* USE MAGIC DEVICE

CHA

0

* STR

STR

* STR

STR

* 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 ☐

0

/

2,000

SPEED

15

20

BASE

FLY

SWIM

CLIMB

MISC

INIT

2

=

2

DEX MOD

+

MISC MOD

HERO

SR

DR

RESISTANCES

POOL POINTS

Improved Natural Attack - Increase claw attacks by 1 die

Power Attack: -1 attack for +2 damage

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION

AC BONUS

MAX DEX

PENALTY

SPELL FAIL

TYPE

WEIGHT

ARMOR

lesser breastplate of the deep

6

5

0

25

Med

15.0

SHIELD

heavy wooden shield

2

-2

15

10.0

WEAPON NAME & DESCRIPTION

ATTACK MODIFIERS

DAMAGE

CRITICAL

RANGE

TYPE

WEIGHT

AMMO & NOTES

large claw

+6

1d10+5

20,x2

S

0.0

small claw

+6

1d6+5

20,x2

S

0.0

[illegible][illegible]

BAGS & CONTAINERS

#	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY

PLATINUM	CARRIED	CARRIED WGT N/A	STORED
GOLD			
SILVER			
COPPER			

TREASURE CARRIED

#	TREASURE	WEIGHT

LOADS & LIFT

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
133	267	400		400	800	2000
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/> MEDIUM <input type="checkbox"/> HEAVY <input type="checkbox"/>				

CARRIED WEIGHT

ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
25.0	0.0	0.0		25.0