

Puer Fusilia

CHARACTER
Lava Child Medium Female
RACE & LA SIZE GENDER
 7 Neutral Erecura
AGE ALIGNMENT DEITY

PLAYER
 5'0" 140 lbs sooty black green pinkish
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: Ignan, Lava Child, Goblin

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	20	5	18	2		
DEX	16	3	16			
CON	16	3	14	2		
INT	12	1	12			
WIS	10	0	10			
CHA	12	1	12			

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
48	36	4	Lava Child	3	12		4	1	1	4
	11	1	Cavalier	1	5	1	2	0	0	1
NONLETHAL HP DAM										
TEMPORARY HP										
TOTAL HP	48	FAVORED CLASS	Cavalier	TOTALS	4	17	1	6	1	5

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	28	-10+	9	0	3		6			
TOUCH	13	-10+			3					
FLAT-FOOT	25	-10+	9	0	0		6			

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

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	9	6	3			
REF	4	1	3			
WILL	1	1	0			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	9	4		5		
RANGED	7	4		3		
CMB	9	4	STR	5		
CMD	22	-10+	B4B	0	STR & DEFLECT	8



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

Race: Lava Child (ToHC-403) (Humanoid) HD: d8
 darkvision 60'; Natural Armor: +6 AC
 Rend: if both claws hit, then add 1/2d4+Str Mod dam
 Elemental Vulnerability (Ex) +1 hp/CL from air or water spells
 Immunity to Earth Magic & Fire
 Immunity to Metal - Metals weapons pass through as if incorporeal & ignore metal armor of foes
 Class: Cavalier HD: d10 skills: 4 + Int Mod
 Weapon Prof: All simple & martial
 Armor Prof: Light, Medium & Heavy Armor & Shields
 Challenge (Ex) 1/day +1d6 damage, -2 AC all other foes
 Mount (Ex) - as animal companion (see separate sheet)
 Giant Fire Gecko named Migale
 Order of the Beast (ISC) +1/4 attack for cleave in challenge
 Tactician - grant Teamwork feat to allies w/in 30' (1/day)

Lava Child Feats (2) & skills: 2 + Int Mod/lvl
 Power Attack -1 attack for +2 damage
 Precise Strike (T) - Deal +1d6 dam on foe flanked by ally
 Mounted Combat - Avoid attacks on mount with Ride check
 Improved Initiative +4

SKILLS					RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS *	DEX 1		3		
* APPRAISE	INT 1		1		
* BLUFF	CHA 1		1		
* CLIMB *	STR 7	1	5	3	
* CRAFT:	INT 5	1	1	3	
* DIPLOMACY	CHA 1		1		
* DISABLE DEVICE *	DEX 5	1	3	3	
* DISGUISE	CHA 1		1		
* ESCAPE ARTIST *	DEX 1		3		
* FLY *	DEX 1		3		
* HANDLE ANIMAL	CHA 9	5	1	3	
* HEAL	WIS 0		0		
* INTIMIDATE	CHA 6	2	1	3	
* KN:	INT 1		1		
* KN:	INT 1		1		
* KN:	INT 1		1		
* KN:	INT 1		1		
* KN:	INT 1		1		
* KN:	INT 1		1		
* KN:	INT 1		1		
* LINGUISTICS	INT 1		1		
* PERCEPTION	WIS 0		0		
* PERFORM:	CHA 1		1		
* PROF:	WIS 0		0		
* RIDE *	DEX 9	5	3	3	
* SENSE MOTIVE	WIS 4	1	0	3	
* SLEIGHT OF HAND *	DEX 1		3		
* SPELLCRAFT	INT 1		1		
* STEALTH *	DEX 5	1	3	3	
* SURVIVAL	WIS 0		0		
* SWIM *	STR 3		5		
* USE MAGIC DEVICE	CHA 1		1		
* STR					
* STR					
* STR					
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* 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	BASE	FLY	SWIM	CLIMB	MISC
30					

INIT **7** = **3** DEX MOD + **4** 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) +1	9	5	-2	40	H	55.0
SHIELD							

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
claws (2)	+9	1d4+5	20,x2		S		+Rend (2d4+1)
bite	+9	1d6+5	20,x2		P		