

Puer Fusilia

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

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	24	7	18	2	4	
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		
96	36	4	Lava Child	3	12		4	1	1	4		
	110	10	Cavalier	10	50	10	7	3	3	10		
TOTAL HP			FAVORED CLASS		TOTALS							
156			Cavalier		13	62	10	11	4	4	14	

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	30	-10+	11	0	3		6			
TOUCH	13	-10+			3					
FLAT-FOOT	27	-10+	11	0	0		6			

SKILLS RANKS TOTAL 62

SKILL	DEX	INT	STR	CHA	WIS
* ACROBATICS	1		3		
* APPRAISE	1		1		
* BLUFF	1		1		
* CLIMB	11	3	7	3	
* CRAFT	5	1	1	3	
* DIPLOMACY	1		1		
* DISABLE DEVICE	12	8	3	3	
* DISGUISE	1		1		
* ESCAPE ARTIST	1		3		
* FLY	1		3		
* HANDLE ANIMAL	24	14	1	3	6
* HEAL	0		0		
* INTIMIDATE	21	10	1	3	7
* KN			1		
* KN			1		
* KN			1		
* KN			1		
* KN			1		
* KN			1		
* KN			1		
* LINGUISTICS			1		
* PERCEPTION	0		0		
* PERFORM	1		1		
* PROF			0		
* RIDE	22	14	3	3	4
* SENSE MOTIVE	9	6	0	3	
* SLEIGHT OF HAND			3		
* SPELLCRAFT			1		
* STEALTH	9	5	3	3	
* SURVIVAL	0		0		
* SWIM	9	1	7	3	
* USE MAGIC DEVICE			1		

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	14	11	3			
REF	7	4	3			
WILL	4	4	0			

COMBAT NOTES & MODIFIERS

+2 BAB second attack

Improved Initiative +4

Intimidating Prowess: Add Strength Mod to Intimidate

Valiant Steed +4 Ride & Handle Animal

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	20	13		7		
RANGED	16	13		3		
CMB	20	13	STR	7		
CMD	33	-10+	13	0	10	

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	
Race: Lava Child (ToHC-403) (Humanoid) HD: d8	Lava Child Feats (2) & skills: 2 + Int Mod/lvl
darkvision 60'; Natural Armor: +6 AC	Power Attack -1 attack for +2 damage
Rend: if both claws hit, then add 1/2d4+Str Mod dam	Precise Strike (T) - Deal +1d6 dam on foe flanked by ally
Elemental Vulnerability (Ex) +1 hp/CL from air or water spells	Mounted Combat - Avoid attacks on mount with Ride check
Immunity to Earth Magic & Fire	Improved Critical: (long sword) double threat range
Immunity to Metal - Metals weapons pass through as if incorporeal	Horde Charge (T) +2 attack & dam when charging w/ ally
& ignore metal armor of foes	Great Cleave & Cleave - continue to attack until miss
Class: Cavalier HD: d10 skills: 4 + Int Mod	Eldritch Claws - Natural attacks are magic and silver
Weapon Prof: All simple & martial	Bonded Mind (T) - send nonverbal message to allies
Armor Prof: Light, Medium & Heavy Armor & Shields	Havoc (Ex) - Mount can Trample, if miss, Cavalier gains opportunity attack
Challenge (Ex) 4/day +10 damage, -2 AC all other foes	Banner (Ex) - allies w/in 60' +2 save vs fear & +1 charge attack
Mount (Ex) - as animal companion (see separate sheet)	Expert Trainer (Ex) +lvl/2 Handle Animal + Training
Giant Fire Gecko named Migale	Cavalier's Charge (Ex) +4 attack during charge, no AC penalty
Order of the Beast (ISC) +1/4 attack for cleave in challenge	Improved Sunder - +2 Sunder to hit & +lvl/2 damage
Greater Tactician - grant Teamwork feat to allies w/in 30' (1/day)	Vandal (Ex) - +2 CMD vs sunder & after sunder, +2 attack for 1 rnd

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
Order of Erecura Half-plate (agile) +3	11	5	-2	40	H	55.0

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 [x] FAST [x] 105,000 / 155,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
30					
INIT	7	=	3	DEX MOD	+ 4
HERO					
SR					
DR					
RESISTANCES					
POOL POINTS					

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
claws (2)	+20	1d4+7	19-20,x2		S		+Rend (2d4+1)
bite	+20	1d6+7	20,x2		P		