

Rattus Terribilis

CHARACTER
Giant Dire Rat Medium Male
 RACE & LA SIZE GENDER
 3 Neutral Erecura
 AGE ALIGNMENT DEITY

Mount of Bellum Sacerdos, Huggermugger Cavalier

PLAYER
 4'0" 100 lbs black red black
 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: -

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	14	2	10	4		
DEX	15	2	17	-2		
CON	16	3	12	4		
INT	2	-4	2			
WIS	12	1	12			
CHA	4	-3	4			

HITPOINTS

CURRENT HP	HP GAINED	HD
23	21	2
NONLETHAL HP DAM		
TEMPORARY HP		
TOTAL HP	23	FAVORED CLASS

CLASS RECORDER

CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Cavalier's Mount	1	2	2	3	3	0	1
TOTALS	1	2	2	3	3	0	1

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	15	-10+	0	0	2		3			
TOUCH	12	-10+			2					
FLAT-FOOT	13	-10+	0	0	0		3			

ARMOR CHECK PENALTY **0**
 MAXIMUM DEX **--**
 SPELL FAILURE **0%**

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	6	3	3			
REF	5	3	2			
WILL	1	0	1			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	3	1		2		
RANGED	3	1		2		
CMB	3	1	STR	2		
CMD	15	-10+	B1B	0	STR & DEX	4



FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Cavalier's Mount (as Druid's Animal Companion)	Mount Feats (1) Bonus Trick (1)
Natural Armor +0 AC; Str/Dex +0	Toughness +hp
Species: Dire Rat w/ Giant Template	
low-light vision, scent	
Giant Template +3 AC +4 Str, +4 Con -2 Dex bite +1d	
Link: Master gains +4 Handle Animal Checks	
Combat Trained w/Light Armor Proficiency	

SKILLS

SKILL	DEX	TOTAL	RANKS	ABILITY	TRAINED	MISC
<input checked="" type="checkbox"/> ACROBATICS	DEX	2		2		
<input type="checkbox"/> APPRAISE	INT	-4		-4		
<input type="checkbox"/> BLUFF	CHA	-3		-3		
<input checked="" type="checkbox"/> CLIMB	STR	2		2		
<input type="checkbox"/> CRAFT	INT	-4		-4		
<input type="checkbox"/> DIPLOMACY	CHA	-3		-3		
<input type="checkbox"/> DISABLE DEVICE	DEX			2		
<input type="checkbox"/> DISGUISE	CHA	-3		-3		
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX	2		2		
<input checked="" type="checkbox"/> FLY	DEX	2		2		
<input type="checkbox"/> HANDLE ANIMAL	CHA			-3		
<input type="checkbox"/> HEAL	WIS	1		1		
<input checked="" type="checkbox"/> INTIMIDATE	CHA	-3		-3		
<input type="checkbox"/> KN:	INT			-4		
<input type="checkbox"/> KN:	INT			-4		
<input type="checkbox"/> KN:	INT			-4		
<input type="checkbox"/> KN:	INT			-4		
<input type="checkbox"/> KN:	INT			-4		
<input type="checkbox"/> KN:	INT			-4		
<input type="checkbox"/> KN:	INT			-4		
<input type="checkbox"/> LINGUISTICS	INT			-4		
<input checked="" type="checkbox"/> PERCEPTION	WIS	5	1	1	3	
<input type="checkbox"/> PERFORM	CHA	-3		-3		
<input type="checkbox"/> PROF:	WIS			1		
<input checked="" type="checkbox"/> RIDE	DEX	2		2		
<input type="checkbox"/> SENSE MOTIVE	WIS	1		1		
<input type="checkbox"/> SLEIGHT OF HAND	DEX			2		
<input type="checkbox"/> SPELLCRAFT	INT			-4		
<input checked="" type="checkbox"/> STEALTH	DEX	6	1	2	3	
<input checked="" type="checkbox"/> SURVIVAL	WIS	1		1		
<input checked="" type="checkbox"/> SWIM	STR	2		2		
<input type="checkbox"/> USE MAGIC DEVICE	CHA			-3		
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	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

Disease (Ex):

Filth fever: Bite—injury; save Fort DC 11; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR						
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
bite	+3	1d6+2	20,x2				