

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	15	2	10	4	1	
DEX	16	3	17	-2	1	
CON	17	3	12	4	1	
INT	2	-4	2			
WIS	12	1	12			
CHA	4	-3	4			

HITPOINTS

CURRENT HP	HP GAINED	HD
55	50	5
NONLETHAL HP DAM		
TEMPORARY HP		
TOTAL HP	55	FAVORED CLASS Cavalier's Mount

CLASS RECORDER

CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Cavalier's Mount	3	5	5	4	4	1	5
TOTALS	3	5	5	4	4	1	5

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	18	-10+	0	0	3		5			
TOUCH	13	-10+			3					
FLAT-FOOT	15	-10+	0	0	0		5			

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

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	7	4	3			
REF	7	4	3			
WILL	2	1	1			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	5	3		2		
RANGED	6	3		3		
CMB	5	3		STR	2	
CMD	18	-10+		B3B	DODGE & DEFLECT 0	STR & DEX 5



FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Cavalier's Mount (as Druid's Animal Companion)	Mount Feats (3) & Bonus Tricks (2)
Natural Armor +2 AC; Str/Dex +1	Toughness +hp
Species: Dire Rat w/ Giant Template	Improved Bull Rush - No opportunity attack on bull rush
low-light vision, scent	Endurance - +4 Endurance related checks
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	
Evasion - made Reflex saves for 1/2 dam take 0	

SKILLS

SKILL	DEX	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS *	DEX	3		3		
* APPRAISE	INT	-4		-4		
* BLUFF	CHA	-3		-3		
* CLIMB *	STR	6	1	2	3	
* CRAFT:	INT	-4		-4		
* DIPLOMACY	CHA	-3		-3		
* DISABLE DEVICE *	DEX			3		
* DISGUISE	CHA	-3		-3		
* ESCAPE ARTIST *	DEX	3		3		
* FLY *	DEX	3		3		
* HANDLE ANIMAL	CHA			-3		
* HEAL	WIS	1		1		
* INTIMIDATE	CHA	-3		-3		
* KN:	INT			-4		
* KN:	INT			-4		
* KN:	INT			-4		
* KN:	INT			-4		
* KN:	INT			-4		
* KN:	INT			-4		
* LINGUISTICS	INT			-4		
* PERCEPTION	WIS	5	1	1	3	
* PERFORM:	CHA	-3		-3		
* PROF:	WIS			1		
* RIDE *	DEX	3		3		
* SENSE MOTIVE	WIS	1		1		
* SLEIGHT OF HAND *	DEX			3		
* SPELLCRAFT	INT			-4		
* STEALTH *	DEX	7	1	3	3	
* SURVIVAL	WIS	5	1	1	3	
* SWIM *	STR	6	1	2	3	
* USE MAGIC DEVICE	CHA			-3		
* 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 **15,000 / 23,000**

SPEED	BASE	FLY	SWIM	CLIMB	MISC
	40		20	20	

INIT 3 = 3 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						
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
bite	+5	1d6+2	20,x2				