

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	17	3	10	4	3	
DEX	18	4	17	-2	3	
CON	18	4	12	4	2	
INT	2	-4	2			
WIS	12	1	12			
CHA	4	-3	4			

HITPOINTS

CURRENT HP
105
HP GAINED 95 HD 9
 NONLETHAL HP DAM
 TEMPORARY HP
TOTAL HP 105 FAVORED CLASS Cavalier's Mount

CLASS RECORDER

CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Cavalier's Mount	6	9	10	6	6	3	10
TOTALS	6	9	10	6	6	3	10

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	23	-10+	0	0	4		9			
TOUCH	14	-10+			4					
FLAT-FOOT	19	-10+	0	0	0		9			

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

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	10	6	4			
REF	10	6	4			
WILL	4	3	1			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	9	6		3		
RANGED	10	6		4		
CMB	9	6	STR	3		
CMD	23	-10+	B6B	DODGE & DEFLECT 0	STR & DEX 7	



SKILLS

SKILL	DEX	TOTAL	RANKS	ABILITY	TRAINED	MISC
<input checked="" type="checkbox"/> ACROBATICS *	DEX	4		4		
<input type="checkbox"/> APPRAISE	INT	-4		-4		
<input type="checkbox"/> BLUFF	CHA	-3		-3		
<input checked="" type="checkbox"/> CLIMB *	STR	7	1	3	3	
<input type="checkbox"/> CRAFT:	INT	-4		-4		
<input type="checkbox"/> DIPLOMACY	CHA	-3		-3		
<input type="checkbox"/> DISABLE DEVICE *	DEX			4		
<input type="checkbox"/> DISGUISE	CHA	-3		-3		
<input checked="" type="checkbox"/> ESCAPE ARTIST *	DEX	4		4		
<input checked="" type="checkbox"/> FLY *	DEX	4		4		
<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"/> LINGUISTICS	INT			-4		
<input checked="" type="checkbox"/> PERCEPTION	WIS	7	3	1	3	
<input type="checkbox"/> PERFORM:	CHA	-3		-3		
<input type="checkbox"/> PROF:	WIS			1		
<input checked="" type="checkbox"/> RIDE *	DEX	4		4		
<input type="checkbox"/> SENSE MOTIVE	WIS	1		1		
<input type="checkbox"/> SLEIGHT OF HAND *	DEX			4		
<input type="checkbox"/> SPELLCRAFT	INT			-4		
<input checked="" type="checkbox"/> STEALTH *	DEX	10	3	4	3	
<input checked="" type="checkbox"/> SURVIVAL	WIS	5	1	1	3	
<input checked="" type="checkbox"/> SWIM *	STR	7	1	3	3	
<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

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Cavalier's Mount (as Druid's Animal Companion)	Mount Feats (5) & Bonus Tricks (4)
Natural Armor +6 AC; Str/Dex +3	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	Improved Natural Attack (bite)
Link: Master gains +4 Handle Animal Checks	Valiant Steed +4 vs Fear & Emotion;
Combat Trained w/Light Armor Proficiency	- Rider gains +4 Handle Animal & Ride
Evasion - made Reflex saves for 1/2 dam take 0	
Devotion - +4 Will saves vs Enchantment effects	
Multiattack - second bite attack @ -5 to hit	
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.	

EXPERIENCE
 SLOW MEDIUM FAST **105,000 / 155,000**

SPEED	BASE	FLY	SWIM	CLIMB	MISC
40			20	20	

INIT 4 = **4** 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	+9	1d8+3	20,x2				