

Rhubarb
 CHARACTER
 Antean Earth Pony Large Female
 RACE & LA SIZE GENDER
 16 Neutral Good Sun Queen (PonyCS 50)
 AGE ALIGNMENT DEITY
 LANGUAGES: Common, Sylvan, Giant, Aklo

David
 PLAYER
 12'10" 1320 lbs Golden Amber Chestnut
 HEIGHT WEIGHT HAIR EYES SKIN
 Fathach, Everglow (PonyCS 85)
 HOMELAND & BACKGROUND OCCUPATION



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	22	6	18	4		
DEX	14	2	16	-2		
CON	18	4	16	2		
INT	14	2	14			
WIS	10	0	12	-2		
CHA	10	0	10			

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
19	18	1	Brawler	1	6	1	2	2	0	1	
TOTAL HP			TOTALS		1	6	1	2	2	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+	3	0	2	-1	1			
TOUCH	11	-10+			2	-1				
FLAT-FOOT	13	-10+	3	0	0	-1	1			

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	6	2	4			
REF	4	2	2			
WILL	0	0	0			

ATTACKS							
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE	6	1		6	-1		
RANGED	2	1		2	-1		
CMB	8	1	STR	6	-1	2	
CMD	20	-10+	B1B	0	8	-1	2



SKILLS						RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC	6
<input checked="" type="checkbox"/> ACROBATICS	DEX 5	1	2	3		
<input type="checkbox"/> APPRAISE	INT 2		2			
<input checked="" type="checkbox"/> BLUFF	CHA 0		0			
<input checked="" type="checkbox"/> CLIMB	STR 9	1	6	3		
<input checked="" type="checkbox"/> CRAFT	INT 2		2			
<input type="checkbox"/> DIPLOMACY	CHA 0		0			
<input type="checkbox"/> DISABLE DEVICE	DEX		2			
<input type="checkbox"/> DISGUISE	CHA 0		0			
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX 1		2			
<input type="checkbox"/> FLY	DEX 1		2			
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA		0			
<input type="checkbox"/> HEAL	WIS 0		0			
<input checked="" type="checkbox"/> INTIMIDATE	CHA 4	1	0	3		
<input checked="" type="checkbox"/> KN: dungeoneering	INT		2			
<input checked="" type="checkbox"/> KN: local	INT		2			
<input type="checkbox"/> KN:	INT		2			
<input type="checkbox"/> KN:	INT		2			
<input type="checkbox"/> KN:	INT		2			
<input type="checkbox"/> KN:	INT		2			
<input type="checkbox"/> LINGUISTICS	INT		2			
<input checked="" type="checkbox"/> PERCEPTION	WIS 4	1	0	3		
<input type="checkbox"/> PERFORM	CHA 0		0			
<input checked="" type="checkbox"/> PROF:	WIS		0			
<input checked="" type="checkbox"/> RIDE	DEX 1		2			
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS 4	1	0	3		
<input type="checkbox"/> SLEIGHT OF HAND	DEX		2			
<input type="checkbox"/> SPELLCRAFT	INT		2			
<input type="checkbox"/> STEALTH	DEX 1		2			
<input type="checkbox"/> SURVIVAL	WIS 0		0			
<input checked="" type="checkbox"/> SWIM	STR 9	1	6	3		
<input type="checkbox"/> USE MAGIC DEVICE	CHA		0			
<input type="checkbox"/>	STR					
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FEATS & FEATURES
 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Earth Pony (fey) (Ponyfinder CS 8, Down to Earth) Improved Unarmed Strike (lethal or non-lethal dam)
 Vision: Low-Light Vision; Fast Speed: 40 Tough As Rocks +1 Natural AC (PonyCS 30)
 Quadruped: +4 CMD vs trip and +50% carrying capacity Toughness +3 hp/first level +1/lvl @ 4+
 Earth-Bound: +2 saves vs poison, spells & spell-like abilities Extra Mass +1 hp/lvl (stacks with Toughness) (Living Large)
 Endurance: +4 Con-based skills & Fort saves vs hot,cold,suffocation
 Unique Destiny +1 bonus feat at first level
 Template: Antean (Ponyfinder CS 66, Living Large)
 Large: -1 AC, -1 attack, +1 CMB, +1 CMD, -4 Stealth
 Overwhelming Mass +1 CMB/size difference to push
 Size Makes Right: +1 Intimidate & Bluff; -10 move
 Used to Small Spaces: -2 to Squeezing (not -4)
 Bearing Heavy Burdens: Str +2 for carrying capacity
 Class: Brawler (ACG) HD: d10 skills 4 + Int Mod (Brand of Destiny: rhubarb: red stalk w/ green leaf)
 Weapon Prof: All Simple, Short Sword + Fighter Close Group Martial Training (Ex): Count levels as both fighter & monk for feat prereqs
 Brawler's Cunning (Ex): Int counts for feats Martial Flexibility (Ex) Use move action to gain unknown feat (4/day)

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR studded leather armor	3	5	-1	15	Lt	40.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
unarmed strike (hooves) (x2)	+6	1d8	20,x2		B		

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

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	30				
INIT	2	=	2	DEX MOD	+ MISC MOD
HERO					
SR					
DR					
RESISTANCES					
POOL POINTS					