

**Sokwe**  
 CHARACTER  
**Dakon** Large Female  
 RACE & LA SIZE GENDER  
 27 Lawful Neutral Gozreh  
 AGE ALIGNMENT DEITY  
 LANGUAGES: Common, Polyglot, Giant

PLAYER  
 8' 0" 500 lbs brownish-black yellow fur  
 HEIGHT WEIGHT HAIR EYES SKIN  
 Mwangi Expanse  
 HOMELAND & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
<b>STR</b>	28	9	18	10		
<b>DEX</b>	14	2	10	4		
<b>CON</b>	22	6	18	4		
<b>INT</b>	14	2	14			
<b>WIS</b>	12	1	10	2		
<b>CHA</b>	18	4	18			

HITPOINTS			CLASS RECORDER										
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS			
47	31	2	Dakon	2	14	0	0	3	3	2			
	14	1	Bloodrager	1	6		2	0	0	1			
TOTAL HP			45	FAVORED CLASS	Dakon	TOTALS	3	20	0	2	3	3	3

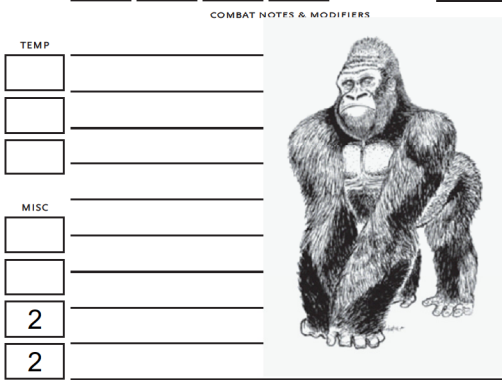
ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	15	-10+	0	0	2	-1	4			
<b>TOUCH</b>	11	-10+			2	-1				
<b>FLAT-FOOT</b>	13	-10+	0	0	0	-1	4			

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	8	2	6			
<b>REF</b>	5	3	2			
<b>WILL</b>	4	3	1			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
<b>MELEE</b>	11	3		9	-1		
<b>RANGED</b>	4	3		2	-1		
<b>CMB</b>	13	3	STR	9	-1	2	
<b>CMD</b>	25	-10+	B3B	0	11	-1	2



**FEATS & FEATURES**  
 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Dakon (ToHC-141) (Monstrous Humanoid) HD: d10 Dakon feats (1) & skills (4+IntMod)  
 Large -1 AC, -1 attack, +1 CMB, +1 CMD, -4 Stealth Toughness - extra hp  
 Space/Reach: 10 feet/10 feet. Improved Initiative +4  
 Darkvision 60'; Racial Skills +8 climb  
 Natural Armor +4  
 Race: Bloodrager HD: d10; skills 4+IntMod  
 Weapon Prof: All Simple & Martial Weapons  
 Armor Prof: Light & Medium Armor w/o spell failure  
 Fast Movement (Ex) + 10 move  
 BloodRage (Ex) 4+Int Mod+2\*lvl rnds/day  
 +4 Str, +4 Con, +2 Will, -2 AC  
 Bloodline: Destined  
 Destined Strike (Su) - (3/day) +lvl/2 attack

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	20
<input checked="" type="checkbox"/> ACROBATICS *	DEX	6	1	2	3
<input type="checkbox"/> APPRAISE	INT	2		2	
<input type="checkbox"/> BLUFF	CHA	4		4	
<input checked="" type="checkbox"/> CLIMB *	STR	21	1	9	3
<input checked="" type="checkbox"/> CRAFT:	INT	6	1	2	3
<input type="checkbox"/> DIPLOMACY	CHA	4		4	
<input type="checkbox"/> DISABLE DEVICE *	DEX			2	
<input type="checkbox"/> DISGUISE	CHA	4		4	
<input type="checkbox"/> ESCAPE ARTIST *	DEX	2		2	
<input type="checkbox"/> FLY *	DEX	2		2	
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA	8	1	4	3
<input type="checkbox"/> HEAL	WIS	1		1	
<input checked="" type="checkbox"/> INTIMIDATE	CHA	10	3	4	3
<input checked="" type="checkbox"/> KN: arcana	INT	8	3	2	3
<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"/> KN:	INT			2	
<input type="checkbox"/> LINGUISTICS	INT			2	
<input checked="" type="checkbox"/> PERCEPTION	WIS	7	3	1	3
<input type="checkbox"/> PERFORM:	CHA	4		4	
<input type="checkbox"/> PROF:	WIS			1	
<input checked="" type="checkbox"/> RIDE *	DEX	6	1	2	3
<input type="checkbox"/> SENSE MOTIVE	WIS	1		1	
<input type="checkbox"/> SLEIGHT OF HAND *	DEX			2	
<input checked="" type="checkbox"/> SPELLCRAFT	INT	8	3	2	3
<input type="checkbox"/> STEALTH *	DEX	-2		2	-4
<input checked="" type="checkbox"/> SURVIVAL	WIS	6	2	1	3
<input checked="" type="checkbox"/> SWIM *	STR	13	1	9	3
<input type="checkbox"/> USE MAGIC DEVICE	CHA			4	
<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

EXPERIENCE SLOW  MEDIUM  FAST  0 / 2,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
40				30	

INIT 6 = 2 DEX MOD + 4 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
claws (2)	+10	1d6+9	20,x2		S		