

Msomi
 CHARACTER
Churr Large Male
 RACE & LA SIZE GENDER
 20 Neutral Gozreh
 AGE ALIGNMENT DEITY
 LANGUAGES: **Giant**

PLAYER
 8' 0" 800 lbs black brown 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
STR	26	8	16	10		
DEX	20	5	16	4		
CON	26	8	18	8		
INT	10	0	14	-4		
WIS	12	1	10	2		
CHA	10	0	10			

HITPOINTS			CLASS RECORDER										
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS			
127	102	6	Churr	6	12	6	2	5	5	6			
	19	1	Barbarian	1	4		2	0	0	1			
TOTAL HP			Churr		TOTALS		7	16	6	4	5	5	7

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	20	-10+	0	0	5	-1		6		
TOUCH	14	-10+			5	-1				
FLAT-FOOT	15	-10+	0	0	0	-1		6		

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	12	4	8			
REF	10	5	5			
WILL	6	5	1			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE	14	7		8	-1		
RANGED	11	7		5	-1		
CMB	16	7	CON	8	-1	2	
CMD	31	-10+	B7B	0	13	-1	2



SKILLS					RANKS TOTAL	16
	TOTAL	RANKS	ABILITY	TRAINED	MISC	
<input checked="" type="checkbox"/> ACROBATICS *	DEX	5		5		
<input type="checkbox"/> APPRAISE	INT	0		0		
<input type="checkbox"/> BLUFF	CHA	0		0		
<input checked="" type="checkbox"/> CLIMB *	STR	12	1	8	3	
<input checked="" type="checkbox"/> CRAFT:	INT	0		0		
<input type="checkbox"/> DIPLOMACY	CHA	0		0		
<input type="checkbox"/> DISABLE DEVICE *	DEX			5		
<input type="checkbox"/> DISGUISE	CHA	0		0		
<input checked="" type="checkbox"/> ESCAPE ARTIST *	DEX	5		5		
<input type="checkbox"/> FLY *	DEX	5		5		
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA			0		
<input type="checkbox"/> HEAL	WIS	1		1		
<input checked="" type="checkbox"/> INTIMIDATE	CHA	17	6	0	3	8
<input checked="" type="checkbox"/> KN: nature	INT	4	1	0	3	
<input type="checkbox"/> KN:	INT			0		
<input type="checkbox"/> KN:	INT			0		
<input type="checkbox"/> KN:	INT			0		
<input type="checkbox"/> KN:	INT			0		
<input type="checkbox"/> KN:	INT			0		
<input type="checkbox"/> LINGUISTICS	INT			0		
<input checked="" type="checkbox"/> PERCEPTION	WIS	10	6	1	3	
<input type="checkbox"/> PERFORM:	CHA	0		0		
<input type="checkbox"/> PROF:	WIS			1		
<input checked="" type="checkbox"/> RIDE *	DEX	5		5		
<input type="checkbox"/> SENSE MOTIVE	WIS	1		1		
<input type="checkbox"/> SLEIGHT OF HAND *	DEX			5		
<input type="checkbox"/> SPELLCRAFT	INT			0		
<input checked="" type="checkbox"/> STEALTH *	DEX	1		5		-4
<input checked="" type="checkbox"/> SURVIVAL	WIS	5	1	1	3	
<input checked="" type="checkbox"/> SWIM *	STR	12	1	8	3	
<input type="checkbox"/> USE MAGIC DEVICE	CHA			0		
<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

Race: Churr (ToHC-107) (monstrous humanoid) HD: d10
 Large -1 AC, -1 attack, +1 CMB, +1 CMD, -4 Stealth
 Space/Reach: 10 ft./10 ft.
 Darkvision 60'; Natural Armor +6
 Howl - 60' rad DC Will 15 or panicked 1d6 rnds
 Special Qualities: Scent 30'; upwind 60'; downwind 15'
 Special Attack: Grab, free action; then auto constrict
 Class: Barbarian HD: d12; skills 4+IntMod
 Fast Movement (Ex) + 10 move
 Rage (Ex) 4+Int Mod+2*lvl rnds/day
 +4 Str, +4 Con, +2 Will, -2 AC
 Weapon Prof: All Simple & Martial Weapons
 Armor Prof: Light & Medium Armor & Shields

Churr Feats (3) & Skills: 2+IntMod/lvl
 Power Attack -2 attack +4 damage
 Intimidating Prowess - add Str Mod to Intimidate
 Toughness - extra hp/lvl
 Improved Critical (claws) - double threat range

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 (x2)		1d6+8	19-20,x2		S		plus grab --> constrict
bite		1d6+8	20,x2		P		
constrict		1d6+8	20,x2		B		

EXPERIENCE
 SLOW MEDIUM FAST 0 / 2,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
	30			20	

INIT **5** = **5** DEX MOD + MISC MOD

HERO

SR DR

RESISTANCES

POOL POINTS