

Uchylné

CHARACTER
Aberrant Large Male
 RACE & LA SIZE GENDER
 23 Chaotic Neutral Urazra
 AGE ALIGNMENT DEITY

PLAYER
 140" 2700 lbs brown gray tan
 HEIGHT WEIGHT HAIR EYES SKIN
 Hold of Belzen
 HOMETOWN & BACKGROUND OCCUPATION



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

LANGUAGES: Giant, Common & Orc

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	30	10	18	12		
DEX	12	1	14	-2		
CON	22	6	16	6		
INT	12	1	12			
WIS	14	2	10	4		
CHA	8	-1	8			

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
127	104	8	Aberrant	6	24	8	6	2	2	8
	15	1	Fighter	1	3		2	0	0	1
TOTAL HP			TOTALS							
127			7		27		8		9	

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	21	-10+	0	0	1	-1	11			
TOUCH	21	-10+			1	-1	11			
FLAT-FOOT	9	-10+	0	0	0	-1				

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

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	14	8	6			
REF	3	2	1			
WILL	4	2	2			

COMBAT NOTES & MODIFIERS
 BAB: second attack +11



ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	16	7		10	-1	
RANGED	7	7		1	-1	
CMB	18	7	STR	10	-1	2
CMD	40	-10+	B7B	11	-1	2

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	
Race: Aberrant (ToHC-12) (humanoid) HD: d8	Aberrant feats (4) & skills (2 + Int Mod)
Large -1 AC, -1 attack, +1 CMB, +1 CMD, -4 Stealth	Intimidating Prowess - add Str Mod to Intimidate
Space/Reach: 10 feet/10 feet.	Toughness - extra hp/level
darkvision 60 ft., low-light vision,	Power Attack -3 attack; +6 damage
Natural Armor +7 AC	Vital Strike - double damage on one attack
Weapon Prof: All simple & martial	Improved Critical - double critical range (greatclub)
Armor Prof: Light & Medium & shields	Weapon Focus (Greatclub)
Slow and Steady (Ex) - never lowered by armor or encumbrance	Dazzling Display - action intimidates all foes w/in 30'
Oversized Weapon Fighting (Ex) - Use huge weapons	
Deformities (Ex): -2 Cha-based skills/deformity (except Intimidate +2)	
Oversized nose: Gains the scent ability	
Scent 30'; upwind 60'; downwind 15'	
Tail: Gains a tail slap secondary attack, base 2d6 damage	
Toughened hide: +4 bonus to natural armor	
Musclebound arms: increase die type to weapon	Class: Fighter HD: d10, skills 2+Int Mod

SKILLS		TOTAL	RANKS	ABILITY	TRAINED	MISC
<input type="checkbox"/> ACROBATICS	DEX	1		1		
<input type="checkbox"/> APPRAISE	INT	1		1		
<input type="checkbox"/> BLUFF	CHA	-9		-1		-8
<input checked="" type="checkbox"/> CLIMB	STR	15	2	10	3	
<input checked="" type="checkbox"/> CRAFT	INT	6	2	1	3	
<input type="checkbox"/> DIPLOMACY	CHA	-9		-1		-8
<input type="checkbox"/> DISABLE DEVICE	DEX			1		
<input type="checkbox"/> DISGUISE	CHA	-9		-1		-8
<input type="checkbox"/> ESCAPE ARTIST	DEX	1		1		
<input type="checkbox"/> FLY	DEX	1		1		
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA	-5	1	-1	3	-8
<input type="checkbox"/> HEAL	WIS	2		2		
<input checked="" type="checkbox"/> INTIMIDATE	CHA	29	9	-1	3	18
<input checked="" type="checkbox"/> KN: dungeoneering	INT	6	2	1	3	
<input checked="" type="checkbox"/> KN: engineering	INT	6	2	1	3	
<input type="checkbox"/> KN:	INT			1		
<input type="checkbox"/> KN:	INT			1		
<input type="checkbox"/> KN:	INT			1		
<input type="checkbox"/> KN:	INT			1		
<input type="checkbox"/> LINGUISTICS	INT			1		
<input type="checkbox"/> PERCEPTION	WIS	2		2		
<input type="checkbox"/> PERFORM	CHA	-9		-1		-8
<input checked="" type="checkbox"/> PROF:	WIS	7	2	2	3	
<input checked="" type="checkbox"/> RIDE	DEX	6	2	1	3	
<input type="checkbox"/> SENSE MOTIVE	WIS	2		2		
<input type="checkbox"/> SLEIGHT OF HAND	DEX			1		
<input type="checkbox"/> SPELLCRAFT	INT			1		
<input type="checkbox"/> STEALTH	DEX	-3		1		-4
<input checked="" type="checkbox"/> SURVIVAL	WIS	8	3	2	3	
<input checked="" type="checkbox"/> SWIM	STR	15	2	10	3	
<input type="checkbox"/> USE MAGIC DEVICE	CHA			-1		-8
<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
20					

INIT 1 = 1 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
Huge greatclub	+16	4d8+15	19-20,x2		B		
Tail	+16	2d6+10	20,x2		B		+trip