

Throg

Character Name

Totemist 2, Fighter 4, War Hulk 6

CLASS

12 (18)

66000 / 78000

Character Level (CR)

EXP/NEXT LEVEL

Player Name

Human / Monstrous Humanoid

RACE

0

Male

AGE

GENDER

Deity

Large / 10 ft.

SIZE / FACE

EYES

HAIR

Points

Custom Campaign

None

Alignment

Darkvision (120 ft.)

VISION

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

55

+22

55

+22

DEX

Dexterity

14

+2

14

+2

CON

Constitution

28

+9

28

+9

INT

Intelligence

8

-1

8

-1

WIS

Wisdom

18

+4

18

+4

CHA

Charisma

12

+1

12

+1

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

(constitution)

+18

=

+12

+

+9

+

+0

+

-3

+

+0

+

REFLEX

(dexterity)

+8

=

+6

+

+2

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+7

=

+3

+

+4

+

+0

+

+0

+

+0

+

HP

hit points

228

WOUNDS/CURRENT HP

AC

armor class

5

:

3

:

-7

=

10

+

0

+

0

+

2

+

-19

+

12

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLEC-TION

DODGE

Morale

Insight

Sacred

Profane

MISC

INITIATIVE

modifier

+2

=

+2

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

Encumbrance

Light

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

TOTAL SKILLPOINTS: 55 (UNUSED: 55)

SKILLS

MAX RANKS: 15/7.5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

✓ Appraise

INT

-1

=

-1

✓ Balance

DEX

2

=

2

✓ Bluff

CHA

1

=

1

✓ Climb

STR

22

=

22

✓ Concentration

CON

9

=

9

✓ Craft (Untrained)

INT

-1

=

-1

✓ Diplomacy

CHA

1

=

1

✓ Disguise

CHA

1

=

1

✓ Escape Artist

DEX

2

=

2

✓ Forgery

INT

-1

=

-1

✓ Gather Information

CHA

1

=

1

✓ Heal

WIS

4

=

4

✓ Hide

DEX

-74

=

2

+

-76

✓ Intimidate

CHA

1

=

1

✓ Jump

STR

30

=

22

+

8

✓ Knowledge (Untrained)

INT

-1

=

-1

✓ Listen

WIS

2

=

4

+

-2

✓ Move Silently

DEX

2

=

2

✓ Ride

DEX

2

=

2

✓ Search

INT

1

=

-1

+

2

✓ Sense Motive

WIS

4

=

4

✓ Spot

WIS

2

=

4

+

-2

✓ Survival

WIS

4

=

4

✓ Swim

STR

22

=

22

✓ Use Rope

DEX

2

=

2

=

+

+

=

+

+

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

MELEE

attack bonus

TOTAL

=

BASE ATTACK BONUS

+

STAT

+

SIZE

+

MISC

+

EPIC

+

TEMP

RANGED

attack bonus

-12

=

+5

+

+2

+

-19

+

+0

+

GRAPPLE

attack bonus

+15

=

+5

+

+22

+

-14

+

+2

+

+0

+

UNARMED

(nonlethal only)

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

Special Properties:

+7

1d4+22

20/x2

20 ft.

*Gore

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

PS

M

20/x2

20 ft.

TOTAL ATTACK BONUS

DAMAGE

+7

2d6+22

*Claws

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

M

20/x2

20 ft.

TOTAL ATTACK BONUS

DAMAGE

+7/+7

3d6+22

*Deepspawn Tentacles

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

B

M

20/x2

20 ft.

TOTAL ATTACK BONUS

DAMAGE

+7/+7

1d8+22

*: weapon is equipped

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

*Whip (Large)			HAND	TYPE	SIZE	CRITICAL	REACH
			Primary	S	L	20/x2	30 ft.
	To Hit	Dam			To Hit	Dam	
1H-P	+3	1d4+22	2W-P-(OH)			-1	1d4+22
1H-O	+3	1d4+11	2W-P-(OL)			+1	1d4+22
2H	+3	1d4+33	2W-OH			-1	1d4+11
Special Properties: NonLethal damage, no effect on AC bonus +1 or Natural AC +3, 15 foot reach. Trip attack. +2 bonus to disarm opponent							
EQUIPMENT							
ITEM			LOCATION		QTY	WT / COST	
Gore			Equipped		1	0 / 0	
Claws			Equipped		1	0 / 0	
Deepspawn Tentacles			Equipped		1	0 / 0	
Whip (Large)			Equipped		1	4 / 2	
NonLethal damage, no effect on AC bonus +1 or Natural AC +3, 15 foot reach. Trip attack. +2 bonus to disarm opponent							
TOTAL WEIGHT CARRIED/VALUE			4 lbs.		2gp		
WEIGHT ALLOWANCE							
Light	34133	Medium	68266	Heavy	102400		
Lift over head	102400	Lift off ground	204800	Push / Drag	512000		
MONEY							
Total= 0 gp [Unspent Funds = 87,798 gp]							
MAGIC							
Languages							
Common							
Other Companions							
Special Abilities							
Giant Blood (Ex) - Half-Ogres count as giants for qualifying for classes, using magic items, etc.							
Lose Spelllike Abilities							
Minotaurs get a +2 Racial Bonus to Search, Spot, and Listen							
Special Attacks							
Great Swing (Ex)			[My]				
Starting at 2nd level, a war hulk is able to make a great, sweeping swing with a melee weapon. As a full-round action, the war hulk can choose three squares adjacent to one another (he must threaten all of them). His attack applies to all creatures in those squares. Make one attack roll and apply that roll as an attack against each defender. If the war hulk uses a special attack (such as disarm, trip, or sunder), this special attack affects only the first target; the other creatures are attacked normally. Walls and similar obstacles can block a great swing. Start with one square that the war hulk threatens. Each successive square chosen must be adjacent to the previous square and have line of effect from that square. Two squares separated by a wall, for instance, can't be chosen as adjacent squares for a great swing. The war hulk may skip creatures, attacking only those he wants to. For example, if there are three creatures in a row—an enemy, an ally, and another enemy—the war hulk can choose those three squares for the great swing but strike only the two enemies. If a war hulk drops one of his foes with a great swing, he may make a cleave attack normally. However, he may do so only once for every time he swings, even if he drops more than one foe.							
Improved Grab (Ex)			[SS]				
If a feral creature hits an opponent that is at least one size category smaller than itself with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can rake if it has that ability (see below). Alternatively, it has the option to conduct the grapple normally, or simply use its claw to hold the opponent (-20 penalty on grapple check, but the feral creature is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals claw damage. See the Monster Manual for additional rules.							
Mighty Rock Throwing (Ex)			[My]				
Starting at 3rd level, a war hulk gains a powerful rock throwing ability. The character can throw rocks that deal 2d8 points of damage with a range increment of 50 feet. (Like all thrown weapons, they have a maximum range of five range increments.) The war hulk uses his Strength modifier instead of his Dexterity modifier on the attack roll. The rock must weigh approximately 50 pounds.							
Mighty Swing (Ex)			[My]				
Starting at 4th level, a war hulk can make a mighty swing. A mighty swing is like a great swing, except that it is an attack rather than a full-round action. Thus, the character can move and make a mighty swing or (if he can make multiple attacks) make multiple mighty swings in a single round.							
Pounce (Ex)			[SS]				
If a feral creature leaps upon a foe during the first round of combat, it can make a full attack even though it has already moved.							
Rake (Ex)			[SS]				
A feral creature that gets a hold can make two rake attacks at its full melee attack bonus with its hind legs. Each successful attack does normal claw damage for that size of feral creature, plus 1/2 its Strength bonus (rounded down) (+11). If the feral creature pounces on an opponent, it can also rake.							
Rend (Ex)			[SS]				

A feral creature that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals double the appropriate claw damage for that size feral creature, plus double the Strength modifier.	
Sweeping Boulder (Ex) [My]	
Starting at 6th level, a war hulk is able to throw his rocks with such force that they affect two adjacent squares. (The second square must be farther away from the war hulk than the first—they cannot be equidistant from him.) Make one attack roll and apply the result to each target. As with great swing, the war hulk must have line of effect from one square to the next.	
Special Qualities	
Ability Boost (Ex) [My]	
+12 Strength	
Bonus Feats [PH]	
a fighter gets a bonus combat-oriented feat at 1st, 2nd and every two fighter levels thereafter	
Chakra Binds [MoI]	
Beginning at 2nd level, you can bind your soulmelds to your chakras, granting you new powers based on the soulmeld and the chakra chosen. Binding a soulmeld to a chakra closes the body slot associated with that chakra (see Chakras, page 50), so that you cannot also benefit from a magic item worn on the body slot associated with that chakra. The number of chakra binds that you can have active at any one time depends on your level (see the Chakra Binds column on Table 2-4: The Totemist). At 2nd level, you can bind a soulmeld to your totem chakra (see below). Beginning at 5th level, you can bind soulmelds to your crown, feet, or hands chakras. At 9th level, you can bind soulmelds to your arms, brow, or shoulders chakras. At 14th level, you can bind soulmelds to your throat or waist chakras. At 17th level, you can bind a soulmeld to your heart chakra. You never gain the ability to bind a soulmeld to your soul chakra. For more information on chakra binds, see page 51.	
Darkvision (Ex) [PH]	
Range 120 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.	
Dragonblood Subtype [RDR]	
If a race possesses the dragonblood subtype, it has a strong affinity to dragons—which means that spells, effects, powers, and abilities that affect or target dragons also affect it. The subtype qualifies a creature to use magic items normally only usable by dragons, and qualifies the creature to take feats that have the subtype as a prerequisite. The dragonblood subtype also makes creatures subject to harmful effects that affect dragons. The dragonblood subtype does not confer the dragon type or any traits associated with that type. For instance, it does not give a creature frightful presence. Dragons automatically qualify for any classes, prestige classes, racial substitution levels, feats, powers, or spells that require the dragonblood subtype. Races presented in this book that have the dragonblood subtype include dragonborn, spellscale, kobold, and draconic creatures. Should a creature acquire the dragon type, it loses the dragonblood subtype.	
Dragon Tail [My]	
You form a draconic tail that can strike foes, dealing 1d8 points of bludgeoning damage + your Strength modifier. You can make one attack per round with the tail as a standard action. The tail does not threaten a space, cannot be used to make attacks of opportunity, and cannot be used if you are grappled. Essentia: For every point of essentia invested in your dragon tail, the tail's attack gains a +1 enhancement bonus on attack rolls and damage rolls.	
Dragon Tail (Unbound) [My]	
Incarnum forms a large, deep blue collar around your neck, like part of a suit of plate armor. The color is darker on the back and fades to pale blue in the front, and bands of gray-brown line the top and bottom. The gorget tapers to a sharp point above your breastbone. Powerful beasts that resemble dragons, behirs are revered for their dangerous electrical breath weapon. Their dozen legs grant them stability, a quality totemists seek to appropriate through this soulmeld. Their hatred of dragons makes this a popular soulmeld for totemists planning to slay a dragon—particularly a blue or bronze dragon. Your behir gorget gives you a +4 bonus to resist being bull rushed or tripped. Essentia: If you invest essentia in your behir gorget, it protects you from electricity damage. You gain resistance to electricity equal to 5 times the number of points of essentia you invest in this soulmeld.	
Essentia Capacity [MoI]	
Max Essentia Capacity 3	
Essentia Pool [MoI]	
2	
Fast Healing 5 [MM]	
Inattentive [UA]	
You are particularly unaware of your surroundings.	
Meager Fortitude [UA]	
You are sickly and weak of stomach.	
Flexible Limbs [Lom]	
+2 Grapple	
Girallon Arms (Totem) [My]	
Chakra Bind (Totem) Incarnum forms two additional, powerful arms that spring out from your ribs. These spirit arms mirror the movements of your real arms. All four of your arms are tipped with long claws that no longer seem ghostly,	

but quite real-and quite sharp. You gain four claws that you can use as natural weapons, dealing 1d4 points of damage with each claw. You can make a single claw attack as a primary attack, using your full attack bonus and adding your Strength bonus on your damage roll. You can make up to three additional claw attacks as secondary attacks, following either a primary claw attack or an attack with a weapon. These secondary attacks have a -5 penalty on the attack rolls and apply half your Strength bonus on damage. If you have a shield in your off hand, you cannot make any secondary claw attacks. Every point of essentia you invest in your girallon arms grants you a +1 enhancement bonus on attack rolls and damage rolls with your claw attacks.

Human Racial Traits (Ex) [PH]
4 extra skill points at 1st level and 1 extra skill point at each additional level. 1 extra feat at 1st level.

Illiteracy [MoI]
Like barbarians, totemists do not begin the game knowing how to read and write. You can spend 2 skill points to gain the ability to read and write all languages you are able to speak. If you gain a level in any other class (except barbarian), you automatically gain literacy. A barbarian who gains a totemist level remains illiterate. Any other character who gains a totemist level does not lose the literacy he or she already had.

Meldshaping [MoI]
A totemist's primary ability is shaping incarnum soulmelds, which are drawn from the totemist soulmeld list (page 58). You know and can shape any soulmeld from this list. Unlike the aligned forces of an incarnate's melds, your soulmelds channel the bestial spirits of nature. The Difficulty Class for a saving throw against a totemist soulmeld is 10 + number of points of essentia invested in the soulmeld + your Constitution modifier. Your meldshaper level is equal to your totemist level. A totemist can shape only a certain number of soulmelds per day. Your base daily allotment is given on Table 2-4: The Totemist. The maximum number of soulmelds that you can have shaped simultaneously is equal to your Constitution score minus 10 or the number of soulmelds on the table, whichever is lower. At 1st level, you can shape two soulmelds at a time (assuming you have a Constitution score of at least 12). As you advance in level, you can shape an increasing number of soulmelds. At 1st level, you also gain access to your personal pool of essentia, which can be invested into your soulmelds to increase their power. Your essentia pool's size is shown on Table 2-4: The Totemist. Your character level, as noted on Table 2-1: Essentia Capacity, determines the maximum quantity of essentia that you can invest in any single soulmeld. As a swift action, you can reallocate your essentia investments in your soulmelds every round (see Essentia, page 50). A totemist does not study or prepare soulmelds in advance, but must have a good night's rest and must meditate for 1 hour to shape his soulmelds for the day (see Shaping Soulmelds, page 49). Totemist Soulmelds = 2, Meldshaper Level = 2, Totemist Level = 2, Totemist Progression = 2, Max Allowed = 18

Minotaur Cunning (Ex) [My]
+4 to escape Maze spells. Always know what direction north is.

Monstrous Humanoid Type [MM]
Monstrous Humanoids eat/sleep/breathe

No Time To Think (Ex) [My]
You are considered to have 0 ranks in Intelligence,Wisdom, and Charisma-based skills - other than Intimidate.

Scent (Ex) [MM]
30 ft. range This extraordinary ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell. 30' range.

Spells [PH]
A sorcerer casts arcane spells. Unlike a wizard or a cleric, a sorcerer need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level.

Totem Chakra Bind [MoI]
At 2nd level, you gain access to a unique chakra: the totem chakra. This chakra is not associated with any location on the body, but rather represents your connection to the wild soul energy of nature, embodied in the magical beasts of the world. When you bind a soulmeld to your totem chakra, you take on characteristics of the creature represented by the meld-usually involving a limited physical transformation. Since the totem chakra doesn't match a body location, binding a soulmeld to this chakra doesn't restrict your use of magic items that take up a body location. Any soulmeld bound to your totem chakra has an essentia capacity 1 higher than the normal capacity for your soulmelds. For example, a 2nd-level totemist can invest up to 2 points of essentia in any soulmeld bound to his totem chakra bind (rather than the normal limit of 1 points of essentia). At 15th level, the capacity of any soulmeld bound to your totem chakra increases by an additional point (meaning that a 15th-level totemist could invest up to 5 points of essentia in that soulmeld). At 6th level, the effective meldshaper level of a soulmeld you have bound to your totem chakra is equal to your actual meldshaper level +1. The primary effect of this benefit is to make that soulmeld harder to unshape. At 11th level, you gain the ability to bind a single soulmeld to your totem chakra and to another chakra at the same time. You gain the special benefits of both chakra binds.

Weapon and Armor Proficiency [PH]
A fighter is proficient with all simple and martial weapons and with all armor (heavy, medium, and light) and shields (including tower shields).

Weapon and Armor Proficiency [MoI]
You are proficient with all simple weapons, with light armor, and with shields (except tower shields).

Wild Empathy (Ex) [MoI]
As the druid class ability; see page 35 of the Player's Handbook. You gain a +4 bonus on wild empathy checks made to influence the reactions of magical beasts

of the same kind as the beast associated with the soulmeld bound to your totem chakra. Thus, if you have a basilisk mask bound to your totem chakra, you gain the bonus on checks made to influence basilisks.

Feats	
Aberration Blood	[Lom]
You gain a physical feature that grants you a racial bonus on one type of check; once you select the check to which this bonus applies (as well as the corresponding feature) you cannot change it later.	
Cleave	[PH]
You can follow through with powerful blows.	
If you deal a creature enough damage to make it drop (typically by dropping it to below 0 hit points or killing it), you get an immediate, extra melee attack against another creature within reach. You cannot take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. You can use this ability 1 per round. Special: A fighter may select Cleave as one of his fighter bonus feats (see page 38).	
Deepspawn	[Lom]
Two short but powerful tentacles sprout from your waist. You gain two tentacle natural attacks.	
Exotic Weapon Proficiency (Rope Dart)	[PH]
You make attack rolls with the weapon normally. Normal: A character who uses a weapon with which he or she is not proficient takes a -4 penalty on attack rolls. Special: You can gain Exotic Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of exotic weapon. Proficiency with the bastard sword or the dwarven waraxe has an additional prerequisite of Str 13. A fighter may select Exotic Weapon Proficiency as one of his fighter bonus feats (see page 38)	
Improved Bull Rush	[PH]
You know how to push opponents back.	
When you perform a bull rush you do not provoke an attack of opportunity from the defender. You also gain a +4 bonus on the opposed Strength check you make to push back the defender.	
Inhuman Reach	[Lom]
Increased reach, penalty to melee	
Knockback	[RS]
By putting your bulk behind a blow, you can push your enemy backward.	
If you score a hit while you are using the Power Attack feat, you can make a free bull rush attempt against the foe you hit, applying the number by which you reduced your attack roll as a bonus on the opposed Strength check (as well as on the damage you deal). If you hit with a twohanded weapon, you can apply double that number on the opposed Strength check. Unlike standard bull rush attempts, knockback attempts don't provoke attacks of opportunity, and you don't move with the enemy you knock backward. Bull rush rules can be found on page 154 of the Player's Handbook. Special: A fighter may select Knockback as one of his fighter bonus feats (see page 38 of the Player's Handbook).	
Monkey Grip	[My]
You may wield weapons as if you were one size larger, but at a -2 penalty.	
Multiweapon Fighting	[UR]
Penalties for fighting with multiple weapons are reduced by 2 with the primary hand and reduced by 6 with off hands. Normal: A creature without this feat takes a -6 penalty on attacks made with its primary hand and a -10 penalty on attacks made with its off hands. (It has one primary hand, and all the others are off hands.) See Two-Weapon Fighting, page 160 of the Player's Handbook.	
Power Attack	[PH]
You can make exceptionally powerful melee attacks.	
On your action, before making attack rolls for a round, you may choose to subtract up to 5 from all melee attack rolls and add the same number to all melee damage rolls.	
Prehensile Tail	[SS]
You can use your tail to manipulate objects.	
You can use your tail as an extra "hand." It can grasp melee weapons and use them in combat, although the normal penalties for using an off-hand weapon apply. If you have two hands, your tail counts as a third hand for the purpose of the Multiweapon Fighting feat and all feats that use Multiweapon Fighting as a prerequisite. You can also use your tail as a "hand" to assist in grapple checks and Climb checks. You gain a +2 competence bonus on all such checks.	
Track (Granted)	[PH]
You can follow the trails of creatures and characters across most types of terrain.	
To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.	

Proficiencies
Aspergillum (Heavy), Axe (Throwing), Bash, Battle Gauntlet, Battleaxe, Blowgun, Boulder, Claws, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Dart Thruster, Darts (Barbed), Deepspawn Tentacles, Eldritch Blast, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Goblin Stick, Gore, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Ice Axe, Javelin, Katana, Kukri, Lance, Lance (Flight), Lance (Heavy), Longbow, Longspear, Longsword, Lucerne Hammer, Mace (Heavy), Mace (Light), Maul, Morningstar, Pick (Dire), Pick (Heavy), Pick (Light), Quarterstaff, Ranged Spell, Ranseur,

Rapier, Rope Dart, Saber, Sap, Scimitar, Scythe, Shieldbash, Shortbow, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Spiked Armor, Strike (Unarmed), Sword (Bastard), Sword (Cutlass), Sword (Saber), Sword (Short), Trident, Truncheon, Unarmed Strike, Wakizashi, Warhammer, Warmace

Templates
Face 10
Feral Creature
Half-Minotaur (Large or Larger)
Half-Ogre(Medium Or Smaller)
Reach 10
Wild (Wilderness Dweller)

TIMES=1+(TL/5) Spell-like Abilities

☐Feather Fall (DC:10)

TIMES=1+(TL/5) Spell-like Abilities					
Name	School	Time	Duration	Range	Source
<div>☐</div> Feather Fall	Transmutation [Air Shugenja]	1 free action	Until landing or 12 rounds	Close (55 ft.)	PH:p.229
<p>[V] TARGET: 12 Medium or smaller freefalling objects or creatures, no two of which may be more than 20 ft. apart; EFFECT: The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a mere 60 feet per round [equivalent to the end of a fall from a few feet], and the subjects take no damage upon landing while the spell is in effect. However, when the spell duration expires, a normal rate of falling resumes. The spell affects one or more Medium or smaller creatures [including gear and carried objects up to each creature's maximum load] or objects, or the equivalent in larger creatures: A Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as two Large creatures or objects, and so forth. You can cast this spell with an instant utterance, quickly enough to save yourself if you unexpectedly fall. Casting the spell is a free action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round. You may even cast this spell when it isn't your turn. This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item the object does half normal damage based on its weight, with no bonus for the height of the drop. Feather fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature. [SR:Yes (object); DC:10, Will negates (harmless) or Will negates (object)]</p> <p>* =Domain/Speciality Spell</p>					

Throg

RACE	Human
AGE	0
AGE	
GENDER	Male
VISION	Darkvision (120 ft.)
ALIGNMENT	None
DOMINANT HAND	Right
HEIGHT	0' 0"
WEIGHT	0 lbs.
EYE COLOUR	
SKIN COLOUR	
HAIR / HAIR STYLE	
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	Custom Campaign
REGION	
DEITY	
Race Type	Monstrous Humanoid

Race Sub Type

Description:
Biography: