

Sasaki Kojiro V2

Character Name

Player Name

Deity

Custom Campaign

Region

Alignment

Fighter (Thug) 5, War Mind 7

Human (Psionic) / Aberration

Medium / 5 ft.

6' 0" / 222 lbs.

Darkvision (60 ft.)

CLASS

RACE

SIZE / FACE

HEIGHT / WEIGHT

VISION

12/14 (13)

91000 / 105000

0

Male

Red

Black, Incredibly sparse

Points

Character Level/ECL (CR)

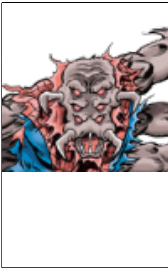
EXP/NEXT LEVEL

AGE

GENDER

EYES

HAIR



ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

23

+6

29

+9

DEX

Dexterity

22

+6

22

+6

CON

Constitution

18

+4

18

+4

INT

Intelligence

14

+2

14

+2

WIS

Wisdom

20

+5

20

+5

CHA

Charisma

12

+1

12

+1

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

(constitution)

+10

=

+9

+

+4

+

+0

+

-3

+

+0

+

REFLEX

(dexterity)

+12

=

+6

+

+6

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+8

=

+3

+

+5

+

+0

+

+0

+

+0

+

HP

hit points

168

WOUNDS/CURRENT HP

AC

armor class

24

:

18

:

24

=

10

+

0

+

0

+

6

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

8

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLECTION

DODGE

Morale

Insight

Sacred

Profane

MISC

INITIATIVE

modifier

+6

=

+6

+

+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

HP

hit points

168

WOUNDS/CURRENT HP

AC

armor class

24

:

18

:

24

=

10

+

0

+

0

+

6

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

8

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLECTION

DODGE

Morale

Insight

Sacred

Profane

MISC

INITIATIVE

modifier

+6

=

+6

+

+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

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

+20/+15/+10

=

+12/+7/+2

+

+9

+

+0

+

-1

+

0

+

RANGED

attack bonus

+16/+11/+6

=

+12/+7/+2

+

+6

+

+0

+

-2

+

0

+

GRAPPLE

attack bonus

+23/+18/+13

=

+12/+7/+2

+

+9

+

+0

+

+2

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+20/+15/+10	1d8+9	20/x2	10 ft.
Special Properties:				

*Eight Handed Greatsword					
+1 (Huge/Adamantine)					
HAND	TYPE	SIZE	CRITICAL	REACH	
Both	S	H	19-20/x2	20 ft.	
2H	To Hit	Dam	2W-OH	To Hit	Dam
	+17/+12/+7	12d6+41		null	null
Special Properties: Adventurers recognize the greatsword as one of the best melee weapons available. It's reliable and powerful. This one has been modified for a creature with at least 8 arms to apply extra leverage. It increases your reach by 15', Ignore 20 hardness					

*Slam					
HAND	TYPE	SIZE	CRITICAL	REACH	
Primary	B	M	20/x2	10 ft.	
TOTAL ATTACK BONUS			DAMAGE		
+20			1d4+9		

*: 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.

Psionics					
Base PP:	39	BonusPP:	0	Total PP:	39
Current PP:					

TOTAL SKILLPOINTS: 106			MAX RANKS: 15/7.5			
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Appraise	INT	2	=	2	
✓	Balance	DEX	6	=	6	
✓	Bluff	CHA	16	=	1 + 15	
✓	Climb	STR	24	=	9 + 15	
✓	Concentration	CON	4	=	4	
✓	Craft (Untrained)	INT	2	=	2	
✓	Diplomacy	CHA	3	=	1	+ 2
✓	Disguise	CHA	1	=	1	
✓	Disguise (Act in character)	CHA	3	=	1	+ 2
✓	Escape Artist	DEX	6	=	6	
✓	Forgery	INT	2	=	2	
✓	Gather Information	CHA	1	=	1	
✓	Heal	WIS	5	=	5	
✓	Hide	DEX	6	=	6	
✓	Intimidate	CHA	18	=	1 + 15 + 2	
✓	Jump	STR	17	=	9 + 8	
	Knowledge (History)	INT	4	=	2 + 2	
	Knowledge (Psionics)	INT	17	=	2 + 15	
✓	Knowledge (Untrained)	INT	2	=	2	
✓	Listen	WIS	1	=	5	+ -4
✓	Move Silently	DEX	6	=	6	
✓	Ride	DEX	6	=	6	
✓	Search	INT	2	=	2	
✓	Sense Motive	WIS	5	=	5	
	Sleight of Hand	DEX	16	=	6 + 8 + 2	
✓	Spot	WIS	1	=	5	+ -4
✓	Survival	WIS	7	=	5	+ 2
✓	Swim	STR	17	=	9 + 8	
✓	Use Rope	DEX	6	=	6	
				=	+	+
				=	+	+
✓: can be used untrained. x: exclusive skills. *: Skill Mastery.						

EQUIPMENT					
ITEM	LOCATION	QTY	WT / COST		
Necklace of Adaptation	Equipped	1	0 / 9,000		
This necklace is a heavy chain with a platinum medallion. The magic of the necklace wraps the wearer in a shell of fresh air, making him immune to all harmful vapors and gases (such as cloudkill and stinking cloud effects, as well as inhaled poisons) and allowing him to breathe, even underwater or in a vacuum. Moderate transmutation; CL 7th;					
Strongarm Bracers	Equipped	1	1 / 6,000		
Eight Handed Greatsword +1 (Huge/Adamantine)	Equipped	1	80 / 5,200		
Adventurers recognize the greatsword as one of the best melee weapons available. It's reliable and powerful. This one has been modified for a creature with at least 8 arms to apply extra leverage. It increases your reach by 15', Ignore 20 hardness0 lbs., 1 Truedeath Crystal (Lesser)					
Truedeath Crystal (Lesser)	Eight Handed Greatsword +1 (Huge/Adamantine)	1	0 / 5,000		
This amethyst is carved in the shape of a skull. Its paired weapon deals an extra 1d6 damage to undead and has the ghost touch ability.					
Gauntlets of Grum Power +6	Equipped	1	0 / 36,000		
(Gloves [STR +6]), Enhancement bonus to ability STR +6					
Belt, Monk's	Equipped	1	1 / 13,000		
This simple rope belt, when wrapped around a character's waist, confers great ability in unarmed combat. The wearer's AC and unarmed damage is treated as a monk of five levels higher. If donned by a character with the Stunning Fist feat, the belt lets her make one additional stunning attack per day. If the character is not a monk, she gains the AC and unarmed damage of a 5th-level monk. This AC bonus functions just like the monk's AC bonus. Moderate transmutation; CL 10th					
Boots of Speed	Equipped	1	1 / 12,000		
As a free action, the wearer can click her boot heels together, enabling her to act as though affected by a haste spell for up to 10 rounds each day. The duration of the haste effect need not be consecutive rounds. Moderate transmutation; CL 10th					
Mighty Arms	Equipped	1	0 / 1,000		
Can be mounted with Warforged components that attach to the hand, such as a Battlefist					
Slam	Equipped	1	0 / 0		
TOTAL WEIGHT CARRIED/VALUE		84.6 lbs.	87,200gp		
WEIGHT ALLOWANCE					
Light	466	Medium	933	Heavy	1400
Lift over head	1400	Lift off ground	2800	Push / Drag	7000
MONEY					
Coin (Platinum): 80[Equipped]					
Total= 800 gp					
MAGIC					
Languages					
Beholder, Common, Undercommon					
Other Companions					
Special Abilities					
+1 to saves vs cold, -1 to saves vs fire					
Despite your six arms, you do not gain extra attacks from them.					
Lose Spelllike Abilities					
Special Attacks					
Mighty Arms Slam Attack (Medium) [My]					
Special Qualities					
Aberration Type [MM]					
Aberrations eat/sleep/breathe					
AC Bonus (Ex) [PH]					
A monk is highly trained at dodging blows, and she has a sixth sense that lets her avoid even unanticipated attacks. When unarmored and unencumbered, the monk adds her Wisdom bonus (if any) to her AC. In addition, a monk gains a +1 bonus to AC at 5th level. This bonus increases by 1 for every five monk levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level). These bonuses to AC apply even against touch attacks or when the monk is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.					
Bonus Feats [UA]					
Chain of Defensive Posture (Ex) [XPH]					
+2 At 2nd level, a war mind learns the second principle of warfare for the individual combatant: the ability to avoid the enemy's counterattacks if that enemy is not immediately overwhelmed. Calling upon inner reserves of knowledge and dedication, a war mind can provide himself with a +2 insight bonus to Armor Class for up to 1 minute. A war mind can use this power three times per day. Activating this power is a free action. At 8th level, the insight bonus to Armor Class improves to +4.					
Chain of Personal Superiority (Ex) [XPH]					
+4 At 1st level, a war mind learns the first principle of warfare for the individual combatant: the ability to both deal punishment and take it. Calling upon inner reserves of knowledge and dedication, a war mind can provide himself with a +2 insight bonus to Strength and Constitution for up to 1 minute. A war mind can use this power three times per day. Activating this power is a free action. At 7th level, the insight bonus to Strength and Constitution improves to +4.					
Darkvision (Ex) [PH]					
Range 60 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.	
Enduring Body (Ex) [XPH]	
At 3rd level, a war mind learns the third principle of warfare for the individual combatant: to unleash in oneself the spirit of the enduring body. The Talaric texts tell of the perfect warrior, a legend named Ununquam the Vanquisher, who lived many thousands of years ago but who achieved deeds that live on through the texts. The spirit of the ideal body transforms a war mind, granting him damage reduction 1/- . At 6th level, his damage reduction improves to 2/- . At 9th level, his damage reduction improves to 3/- .	
Inattentive [UA]	
You are particularly unaware of your surroundings.	
Meager Fortitude [UA]	
You are sickly and weak of stomach.	
Shaky [UA]	
You are relatively poor at ranged combat.	
Flexible Limbs [Lom]	
+2 Grapple	
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.	
Psionic [XPH]	
Total Power Points 39; Base Power Points 39; Bonus Power Points 0	
Group Fake-Out [CS]	
You can use Bluff to feint in combat (PH 68) against more than one opponent. Make on Bluff check opposed by separate Sense Motive checks for each opponent. For each opponent after the first that you wish to affect, you take a cumulative -2 penalty on your Bluff check.	
Never Outnumbered [CS]	
When you use Intimidate to demoralize an opponent (PH 76), you can affect all enemies within 10 feet that can see you, rather than only a single enemy you threaten. Each enemy rolls a separate modified level check to oppose your Intimidate check, but the skill checkotherwise works as normal.	
Sweeping Strike (Ex) [XPH]	
At 5th level, a war mind gains the ability to make great, sweeping swings with a melee weapon. On each melee attack a war mind makes, he can choose squares he threatens that are adjacent to each other, and his attacks apply to creatures in those two squares equally. A war mind can use this ability on any attack, even an attack of opportunity or a cleave attempt. A war mind cannot use this ability if he has moved more than 10 feet since the end of his last turn. If a war mind drops one or both of his foes with a sweeping strike, he can attempt a cleave normally; however, he makes only one cleave attempt per sweeping strike, even if he drops more than one foe.	
Tremorsense (Ex) [My]	
You can sense the location of anything touching the ground within 60'	
Weapon and Armor Proficiency [UA]	
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.	
Combat Expertise [PH]	
You are trained at using your combat skill for defense as well as offense.	
When you use the attack action or the full attack action in melee, you can take a penalty of as much as 5 on your attack roll and add the same number as a dodge bonus to your Armor Class.	
Combat Reflexes [PH]	
You can respond quickly and repeatedly to opponents who let their defenses down.	
When foes leave themselves open, you may make a number of additional attacks of opportunity equal to your Dexterity bonus. You can still make only one attack of opportunity per opportunity. With this feat, you may also make attacks of opportunity while flat-footed.	
Cosmopolitan (Knowledge (Psionics)) [My]	
Chosen skill is now a class skill	
Deepspawn (Grafted) [My]	
you have replaced the two tentacles granted by your ancestry with one or more grafts.	
Hidden Talent [XPH]	
Your mind wakes to a previously unrealized talent for psionics.	
Your latent power of psionics fl ares to life, conferring upon you the designation of a psionic character. As a psionic character, you gain a reserve of 2 power points, and you can take psionic feats, metapsionic feats, and psionic item creation feats. If you have or take a class that grants power points, the power points gained from Hidden Talent are added to your total power point reserve. When you take this feat, choose one 1st-level power from any psionic class list. You know this power (it becomes one of your powers known). You can manifest this power with the power points provided by this feat if you have a Charisma score of 11 or higher. If you have no psionic class levels, you are considered a 1st-level manifester when manifesting this power. If you have psionic class levels, you can manifest the power at the highest manifester level you have attained. (This is not	

a manifester level, and it does not add to any manifester levels gained by taking psionic classes.) If you have no psionic class levels, use Charisma to determine how powerful a power you can manifest and how hard those powers are to resist. Note: This is an expanded version of the Wild Talent feat, intended for use in high-psionics campaigns.

Improved Trip [PH]
You are trained not only in tripping opponents safely but also in following through with an attack.

You do not provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed and gain a +4 bonus on your Strength check to trip your opponent. If you trip an opponent in melee combat, you immediately get a melee attack against that opponent.

Inhuman Reach [Lom]
Increased reach, penalty to melee

Knock-Down [My]
Whenever you deal 10 or more points of damage to your opponent in melee, you make a trip attack as a free action against the same target.

Whenever you deal 10 or more points of damage to your opponent in melee, you make a trip attack as a free action against the same target.

Monkey Grip [My]
Monkey Grip, but implemented correctly.

Robilar's Gambit [PH2]
By offering Robilar's Gambit, you absorb damage to be in an advantageous position. THIS dangerous sacrifice is not for the unfit or unwise, for one failed retaliatory strike can undo the advantage gained.

At the start of your action, you adopt a fighting stance that exposes you to harm but allows you to take advantage of your opponents' exposed defenses as they reach in to attack you. Anyone who strikes at you gains a +4 on attack and damage rolls against you. In return, they provoke attacks of opportunity with each swing. Resolve your attack after the foe's attack.

Proficiencies
Aspergillum (Heavy), Axe (Throwing), Bash, Battle Gauntlet, Battleaxe, Blowgun, Boulder, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Dart Thruster, Darts (Barbed), Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Goblin Stick, 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, Saber, Sap, Scimitar, Scythe, Shieldbash, Shortbow, Shortspear, Sickle, Slam, 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
Arctic (Ice Dweller)
Insectile
Psionic
Wild (Wilderness Dweller)

INNATE Spell-like Abilities

☐ Ray of Frost

INNATE Spell-like Abilities

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> Ray of Frost	Evocation [Cold, WujenWater, Cold Domain]	1 standard action	Instantaneous	Close (25 ft.)	PH:p.269

[V, S] TARGET: Ray; EFFECT: A ray of freezing air and ice projects from your pointing finger. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage. [SR:Yes]

* =Domain/Speciality Spell

PsiSpell Powers

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	—	4	—	—	—	—	—	—	—	—
PER DAY	—	—	—	—	—	—	—	—	—	—

LEVEL 1 / Per Day:0 / Caster Level:2

Power Points	Name	School	Time	Duration	Range	Source
1	Inertial Armor	Psychokinesis	1 standard action	2 hours [D]	Personal	XPH:p.113

[Vi, see text] TARGET: You; EFFECT: Your mind generates a tangible field of force that provides a +4 armor bonus to Armor Class. Unlike mundane armor, inertial armor entails no armor check penalty or speed reduction. Because inertial armor is composed of psychokinetic force, incorporeal creatures can't bypass it the way they do normal armor. Your inertial armor can be invisible or can appear as a colored glow, at your option. The armor bonus provided by inertial armor does not stack with the armor bonus provided by regular armor. Augment: For every 2 additional power points you spend, the armor bonus to Armor Class increases by 1. [SR:No]

* =Domain/Speciality Spell

War Mind Powers

LEVEL	0	1	2	3	4	5
KNOWN	—	3	1	1	—	—
PER DAY	—	—	—	—	—	—

LEVEL 1 / Per Day:0 / Caster Level:1

Power Points	Name	School	Time	Duration	Range	Source
1	Call Weaponry	Psychoportation (Teleportation)	1 round	1 minutes [D]	0 ft.	XPH:p.82

[Ma] TARGET: One weapon, see text; EFFECT: Call a weapon to your hand. You call a weapon "from thin air" into your waiting hand [actually, it is a real weapon hailing from another location in space and time]. You don't have to see or know of a weapon to call it-in fact, you can't call a specific weapon; you just specify the kind. If you call a projectile weapon, it comes with 3d6 nonmagical bolts, arrows, or sling bullets, as appropriate. The weapon is made of ordinary materials as appropriate for its kind. If you relinquish your grip on the weapon you called for 2 or more consecutive rounds, it automatically returns to wherever it originated. Weapons gained by call weaponry are distinctive due to their astral glimmer. They are considered magic weapons and thus are effective against damage reduction that requires a magic weapon to overcome. Augment: For every 4 additional power points you spend, this power improves the weapon's enhancement bonus on attack rolls and damage rolls by 1. [SR:No]

1	Expansion	Psychometabolism	1 standard action	1 rounds [D]	Personal	XPH:p.105
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[OI] TARGET: You; EFFECT: This power causes instant growth, doubling your height, length, and width and multiplying your weight by 8. This increase changes your size category to the next larger one. You gain a +2 size bonus to Strength, a -2 size penalty to Dexterity [to a minimum effective Dexterity score of 1], a -1 size penalty on attack rolls, and a -1 size penalty to Armor Class due to your increased size. If your new size is Large or larger, you have a space of at least 10 feet and a natural reach of at least 10 feet. This power doesn't change your speed. If insufficient room is available for the desired growth, you attain the maximum possible size and can make a Strength check [using your increased Strength score] to burst any enclosures in the process. If you fail, you are constrained without harm by the materials enclosing you-you cannot crush yourself to death by increasing your size. All your equipment, worn or carried, is similarly expanded by this power. Melee and projectile weapons deal more damage. Other psionic or magical properties are not affected by this power. Any affected item that leaves your possession [including a projectile or thrown weapon] instantly returns to its normal size. This means that thrown weapons deal their normal damage [projectiles deal damage based on the size of the weapon that fired them]. Multiple effects that increase size do not stack, which means [among other things] that you can't use a second manifestation of this power to further expand yourself. Augment: You can augment this power in one or more of the following ways. 1. If you spend 6 additional power points, this power increases your size by two size categories instead of one. You gain a +4 size bonus to Strength, a -4 size penalty to Dexterity [to a minimum effective Dexterity score of 1], a -2 size penalty on attack rolls, and a -2 size penalty to Armor Class due to your increased size. 2. If you spend 6 additional power points, you can manifest this power as a swift action instead of a standard action. 3. If you spend 2 additional power points, this power's duration is 1 minute per level rather than 1 round per level. [SR:No]

1	Force Screen	Psychokinesis [Force]	1 standard action	1 minutes	Personal	TME:p.108
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[Au] TARGET: You; EFFECT: You create an invisible mobile disk of force that hovers in front of you. The force screen provides a +4 shield bonus to Armor Class [which applies against incorporeal touch attacks, since the force screen is a force effect]. Since it hovers in front of you, the effect has no armor check penalty associated with it. Augment: For every 4 additional power points you spend, the shield bonus to Armor Class improves by 1. [SR:No]

LEVEL 2 / Per Day:0 / Caster Level:1

Power Points	Name	School	Time	Duration	Range	Source
3	Body Purification	Psychometabolism (Healing)	1 round	Instantaneous	Personal	TME:p.81

[Au Ma] TARGET: You; EFFECT: You restore up to 2 points of damage to a single ability score. You cannot use body purification to heal ability drain. Augment: For every additional power point you spend, this power heals 1 additional point of damage to the same ability score. [SR:No]

LEVEL 3 / Per Day:0 / Caster Level:1

Power Points	Name	School	Time	Duration	Range	Source
5	Vampiric Blade	Psychometabolism	1 standard action	1 rounds	0 ft.	XPH:p.140

[Ma, Vi] TARGET: One weapon you hold; EFFECT: As claws of the vampire, except your weapon is affected as long as it remains in your grip or until this power's duration expires.

* =Domain/Speciality Spell

Sasaki Kojiro V2

Human (Psionic)

RACE	0
AGE	
GENDER	Male
VISION	Darkvision (60 ft.)
ALIGNMENT	None
DOMINANT HAND	Right
HEIGHT	6' 0"
WEIGHT	222 lbs.
EYE COLOUR	Red
SKIN COLOUR	Gray
HAIR / HAIR STYLE	Black, Incredibly sparse
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	Custom Campaign
REGION	
DEITY	Aberration
Race Type	
Race Sub Type	



Description: Biography:

IT's a DEFINITELY viable Greatsword build.