

Character Name	Player Name	Deity	Region	Alignment
Fighter (Thug) 1, Fighter 1, Hulking Hurler 2, Swordsage 1, Psychic Rogue 1, Rogue 1, Rogue (Wilderness Rogue) 1, Scaled Horror 1, Avenger 1, Master of Masks 1, Ronin 1	Goliath / Monstrous Humanoid	Large / 5 ft.	0' 0" / 0 lbs.	Darkvision (60 ft.)

CLASS		RACE		SIZE / FACE		HEIGHT / WEIGHT		VISION	
12 (14)		66000 / 78000		0 Male					
Character Level (CR)		EXP/NEXT LEVEL		AGE		GENDER		POINTS	
<b>ABILITY NAME</b>	<b>BASE SCORE</b>	<b>BASE MOD</b>	<b>ABILITY SCORE</b>	<b>ABILITY MOD</b>	<b>TEMP SCORE</b>	<b>TEMP MOD</b>	<b>WOUNDS/CURRENT HP</b>		<b>SUBDUAL DAMAGE</b>
<b>STR</b> Strength	43	+16	43	+16			<b>DAMAGE REDUCTION</b>		<b>SPEED</b>
<b>DEX</b> Dexterity	10	+0	10	+0					Walk 30 ft., Swim 10 ft.
<b>CON</b> Constitution	28	+9	28	+9					
<b>INT</b> Intelligence	12	+1	12	+1					
<b>WIS</b> Wisdom	18	+4	18	+4					
<b>CHA</b> Charisma	12	+1	12	+1					
<b>SAVING THROWS</b>		<b>TOTAL</b>	<b>BASE SAVE</b>	<b>ABILITY</b>	<b>MAGIC</b>	<b>MISC</b>	<b>EPIC</b>	<b>TEMP</b>	
<b>FORTITUDE</b> (constitution)		+14	= +8	+ +9	+ +0	- -3	+ +0		
<b>REFLEX</b> (dexterity)		+15	= +15	+ +0	+ +0	+ +0	+ +0		
<b>WILL</b> (wisdom)		+8	= +4	+ +4	+ +0	+ +0	+ +0		
<b>AC</b> armor class		27	:	27	:	8	= 10	+ 13	
<b>INITIATIVE</b> modifier		+1	=	+0	=	+1			
<b>Encumbrance</b>		Light							
		<b>SHIELD BONUS</b>	<b>NATURAL ARMOR</b>	<b>DEFLECTION</b>	<b>DODGE</b>	<b>MORALE</b>	<b>INSIGHT</b>	<b>SACRED</b>	<b>PROFANE</b>
		MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST	ACID RESIST	COLD RESIST	ELECT. RESIST	FIRE RESIST
		35	-5	0					
		<b>TOTAL SKILLPOINTS:</b> 79							
		<b>SKILL NAME</b>		<b>KEY ABILITY</b>	<b>RANKS</b>	<b>MAX RANKS:</b> 15/7.5			
		✓ Appraise		INT	1 = 1				
		✓ Balance		DEX	-5 = 0	+ -5			
		✓ Bluff		CHA	13 = 1 + 12				
		✓ Climb		STR	13 = 16 + 2 + -5				
		✓ Concentration		CON	9 = 9				
		✓ Craft (Untrained)		INT	1 = 1				
		✓ Disguise		CHA	2 = 1				

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+19/+14	=	+6/+1	+16	-2	-1	0	
<b>RANGED</b> attack bonus	+4/-1	=	+6/+1	+0	-2	+0	0	
<b>GRAPPLE</b> attack bonus	+31/+26	=	+6/+1	+16	+3	+6	+0	

<b>UNARMED</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+20/+15	1d4+16	20/x2	10 ft.
<b>Special Properties:</b>				

*Gauntlet +1 (Large/Ghost touch)				HAND	TYPE	SIZE	CRITICAL	REACH
				Primary	B	L	20/x2	10 ft.
	To Hit	Dam		To Hit		Dam		
1H-P	+20/+15	1d4+17	2W-P-(OH)		+14/+9			1d4+17
1H-O	+16/+11	1d4+9	2W-P-(OL)		+16/+11			1d4+17
2H	+20/+15	1d4+17	2W-OH		+12			1d4+9

**Special Properties:** This metal glove protects your hands and lets you deal lethal damage rather than nonlethal damage with unarmed strikes. A strike with a gauntlet is otherwise considered an unarmed attack. The cost and weight given are for a single gauntlet. Medium and heavy armors (except breastplate) come with gauntlets., deals normal damage vs. incorporeal creatures regardless of bonus

*Gore	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	PS	M	20/x2	10 ft.
TOTAL ATTACK BONUS	DAMAGE				
+19	2d6+16				

*Deepspawn Tentacles		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	B	M	20/x2	10 ft.
TOTAL ATTACK BONUS		DAMAGE				
+19/+19		1d8+16				

\*: 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.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Full Plate +5 (Large/Glamered)	Heavy	+13	+1	-5	35
This armor is made of shaped and fitted metal plates, must be made to measure or adjusted for cost.. can appear as normal clothing on command					

SIZE / FACE					HEIGHT / WEIGHT					VISION												
EYES					HAIR					Points												
SUBDUAL DAMAGE					DAMAGE REDUCTION					SPEED												
										Walk 30 ft., Swim 10 ft.												
13	+	0	+	0	+	-2	+	6	+	0	+	0	+	0	+	0	+	0	+	0		
ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL ARMOR		DEFLEC- TION		DODGE		Morale		Insight		Sacred		Profane		MISC
		35		-5		0																
MISS CHANCE		Arcane Spell		ARMOR CHECK		SPELL RESIST		ACID RESIST		COLD RESIST		ELECT. RESIST		FIRE RESIST								

TOTAL SKILLPOINTS: 79		SKILLS		MAX RANKS: 15/7.5		
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Appraise	INT	1	= 1		
✓	Balance	DEX	-5	= 0		+ -5
✓	Bluff	CHA	13	= 1 + 12		
✓	Climb	STR	13	= 16 + 2		+ -5
✓	Concentration	CON	9	= 9		
✓	Craft (Untrained)	INT	1	= 1		
✓	Diplomacy	CHA	3	= 1		+ 2
✓	Disguise	CHA	13	= 1 + 12		
✓	Disguise (Act in character)	CHA	15	= 1 + 12		+ 2
✓	Escape Artist	DEX	-5	= 0		+ -5
✓	Forgery	INT	1	= 1		
✓	Gather Information	CHA	1	= 1		
✓	Heal	WIS	4	= 4		
✓	Hide	DEX	-4	= 0 + 9		+ -13
✓	Intimidate	CHA	3	= 1		+ 2
✓	Jump	STR	26	= 16 + 15		+ -5
✓	Knowledge (Untrained)	INT	1	= 1		
✓	Listen	WIS	6	= 4		+ 2
✓	Move Silently	DEX	4	= 0 + 9		+ -5
	Perform (Act)	CHA	11	= 1 + 10		
✓	Ride	DEX	0	= 0		
✓	Search	INT	3	= 1		+ 2
✓	Sense Motive	WIS	4	= 4		
	Speak Language(Undercommon)		1	= 0 + 1		
✓	Spot	WIS	6	= 4		+ 2
✓	Survival	WIS	4	= 4		
✓	Swim	STR	14	= 16		+ -2
✓	Use Rope	DEX	0	= 0		
				= +		+
				= +		+

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

+2 bonus on Martial Lore maneuver checks in your Discipline Focus disciplines.

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Ring of The Squishmallow	Equipped	1	0 / 24,005
As a swift action, you may increase your size up to 2 categories. This effect lasts until cancelled or dispelled.			
Gloves of Titan's Grip	Equipped	1	0 / 14,000
Gauntlet +1 (Large/Ghost touch)	Equipped	1	2 / 8,304
This metal glove protects your hands and lets you deal lethal damage rather than nonlethal damage with unarmed strikes. A strike with a gauntlet is otherwise considered an unarmed attack. The cost and weight given are for a single gauntlet. Medium and heavy armors (except breastplate) come with gauntlets., deals normal damage vs. incorporeal creatures regardless of bonus			
Gore	Equipped	1	0 / 0
Deepspawn Tentacles	Equipped	1	0 / 0
Explorer's Outfit (Large)	Equipped	1	8 / 0
This is a full set of clothes for someone who never knows what to expect. It includes sturdy boots, leather breeches or a skirt, a belt, a shirt (perhaps with a vest or jacket), gloves, and a cloak. Rather than a leather skirt, a leather overtunic may be worn over a cloth skirt. The clothes have plenty of pockets (especially the cloak). The outfit also includes any extra items you might need, such as a scarf or a wide-brimmed hat.			
Full Plate +5 (Large/Glamered)	Equipped	1	100 / 30,850
This armor is made of shaped and fitted metal plates, must be made to measure or adjusted for cost., can appear as normal clothing on command			
Bag of Holding Type I	Equipped	1	15 / 2,500
This appears to be a common cloth sack about 2 feet by 4 feet in size. The bag of holding opens into a nondimensional space: Its inside is larger than its outside dimensions. Regardless of what is put into the bag, it weighs 15lbs and its contents can be up to 250lbs and 30 cubic feet. If the bag is overloaded, or if sharp objects pierce it (from inside or outside), the bag ruptures and is ruined. All contents are lost forever. If a bag of holding is turned inside out, its contents spill out, unharmed, but the bag must be put right before it can be used again. If living creatures are placed within the bag, they can survive for up to 10 minutes, after which time they suffocate. Retrieving a specific item from a bag of holding is a move action - unless the bag contains more than an ordinary backpack would hold, in which case retrieving a specific item is a full-round action. If a bag of holding is placed within a portable hole (DMG 264), a rift to the Astral Plane is torn in the space: Bag and hole alike are sucked into the void and forever lost. If a portable hole is placed within a bag of holding, it opens a gate to the Astral Plane: The hole, the bag, and any creatures within a 10-foot radius are drawn there, destroying the portable hole and bag of holding in the process. Moderate conjuration; CL 9th			
Signet Ring (Compression/Psychic Warrior/2nd)	Equipped	1	0 / 8,005
As a standard action, this ring can reduce your size by 1 category. This effect lasts until cancelled or dispelled.			
TOTAL WEIGHT CARRIED/VALUE		123.72 lbs.	87,664gp

WEIGHT ALLOWANCE			
Light	6400	Medium	12800
Heavy	19200	Push / Drag	96000
Lift over head	19200	Lift off ground	38400

MONEY	
Coin (Gold): 336[Equipped]	
Total= 336 gp	
MAGIC	
Languages	
Col-Kaa, Common, Giant, Undercommon	
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	
Assassin's Stance	[ ToB ]
As your foe struggles to regain his defensive posture, you line up an exacting strike that hits with superior accuracy and deadly force. A shadow cast by a gap between two armored plates or a crease in a creature's thick hide calls to your weapon, allowing you to strike with deadly accuracy against an unprepared opponent. While you are in this stance, you gain the sneak attack ability, if you do not already have it, which deals an extra 2d6 points of damage. If you already have the sneak attack class feature, your existing sneak attack ability deals an extra 2d6 points of damage. See the rogue class feature (PH 50) for a complete description of sneak attack.	
Claw At The Moon	[ ToB ]
You leap into the air, catching your foe off guard as you slice down into him. You learn to leap into the air and slice at a foe's vulnerable points. Like a great cat, you spring into the air and attack your foe from an unexpected direction. As part of this maneuver, you attempt a Jump check to leap into the air and make a melee attack that targets your foe's upper body, face, and neck. The Jump check's DC is equal to your target's AC. If this check succeeds, your attack deals an extra 2d6 points of damage. If this attack threatens a critical hit, you gain a +4 bonus on your roll to confirm the critical hit. If your check fails, you can still attack, but you do not deal extra damage or gain a bonus on a roll to confirm a critical hit. The maneuver is still considered expended.	
Death From Above	[ ToB ]
With a war cry, you leap into the air and lift your weapon high overhead. As you arc downward, your weight and momentum lend bonecrushing force to your attack. Like a thunderbolt, you slam into your foe from above. You leap upon your enemy and drive him into the ground. The impact of your attack gives you extra force, allowing you to score a deadly hit. To use this maneuver, you must be adjacent to a foe. As part of this maneuver, you attempt a DC 20 Jump check. If this check succeeds, you can make a single melee attack against an opponent that you were adjacent to when you began this maneuver. This attack occurs in the air as you soar over your opponent, also as part of the maneuver. Your attack deals an extra 4d6 points of damage, and your opponent is considered flat-footed against this attack. You then land in any square adjacent to the target of this	

attack, though no more than 20 feet away from your starting position. If your Jump check fails, you remain in the last square you occupied before the Jump check and can make a single attack normally. The maneuver is still considered expended.

Pouncing Charge	[ ToB ]
With the roar of a wild beast, you throw yourself into the fray. Your weapons are little more than a blur as you hack at your foe with feral speed. With a ferocious howl, you throw yourself into combat. You move with such speed and ferocity that when you reach your enemy, you unleash a blistering flurry of slashes, cuts, and hacks. As part of initiating this maneuver, you make a charge attack. Instead of making a single attack at the end of your charge, you can make a full attack. The bonus on your attack roll for making a charge attack applies to all your attack rolls.	
Rabid Bear Strike	[ ToB ]
With a ferocious roar, you leap upon your enemy like a wild beast, slamming your weapon into her with a madman's fury. You focus your primal fury into a single attack, laying an opponent low with a mighty blow that splinters bones and shatters steel. As part of this maneuver, you make a single melee attack. You gain a +4 bonus on this attack roll and deal an extra 10d6 points of damage. After completing this maneuver, you take a -4 penalty to AC until the start of your next turn.	
Shadow Jaunt	[ ToB ]
A cloud of shadow energy engulfs you, spins into a tiny mote, and disappears. A moment later, this shadowy cloud appears across the battlefield and expels you from it. As part of this maneuver, you disappear in a cloud of darkness and teleport up to 50 feet away. You must have line of sight and line of effect to your destination. If you attempt to use this maneuver to move into an occupied space, you do not move, and the maneuver is expended but has no effect.	
Sudden Leap	[ ToB ]
You leap to a new position in the blink of an eye, leaving your opponents baffled. You can make a Jump check as a swift action and move the distance determined by your check result. You provoke attacks of opportunity with this movement, and you must move in a straight line. As with any movement, you can attempt a Tumble check to avoid any attacks you provoke with this sudden leap. You can't move through enemies, unless you succeed on the appropriate Tumble check.	
Sneak Attack +9d6	[ PH ]
+9d6	

Special Qualities	
+2 bonus on Sense Motive checks (Ex)	[ RS ]
Acclimated (Ex)	[ RS ]
Amphibious (Ex)	[ MM ]
Creature can breathe both air and water.	
Aquatic Subtype	[ MM ]
Aquatic creatures move in water without making Swim checks/ and breathe underwater	
Area Attack	[ CW ]
The character makes an attack roll against a square the target creature occupies (AC 10) rather than the creature itself. Any creature in the square must succeed on a Reflex save (DC 10 + the hulking hurler's ranged attack bonus) or take full damage. This ability may only be used with a Huge or larger weapon.	
Assassin	[ CS ]
Hardened black leather and metal clasps create the disturbing aspect of the assassin. A jagged, cruel slit forms the opening for the mouth, and the mask's edges are worn and stained. You can deliver a sneak attack that deals an extra 1d6 points of damage when you are flanking an opponent or at any time when the target would be denied its Dexterity bonus (see the rogue class feature, PH 50). As you advance in the master of masks class, your sneak attack becomes more devastating: This extra damage improves to 2d6 points at 4th level, 3d6 at 7th level, and 4d6 at 10th level. If you get a sneak attack bonus from another source (such as rogue levels), the bonuses on damage stack. In addition, you gain a +2 competence bonus on Hide and Move Silently checks. This bonus improves to +4 at 4th level, +6 at 7th level, and +8 at 10th level. Your alignment appears to be lawful evil while you wear an assassin mask.	
Catch Weapon (Ex)	[ My ]
A hulking hurler gains the Snatch Arrows feat even if he does not meet the prerequisites. He may catch weapons of his size or smaller (and hurl them back at the attacker immediately if he chooses).	
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.	
Death Attack	[ My ]
If an Avenger studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (Avenger's choice). While studying the victim, the Avenger can undertake other actions so long as his attention stays focused on the target and the target does not detect the Avenger or recognize the Avenger as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + the Avenger's class level + the Avenger's Int modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim's mind and body become enervated, rendering her helpless and unable to act for 1d6 rounds plus 1 round per level of the Avenger. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the Avenger has	

completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes her save) or if the Avenger does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack. Death Attack DC: 16

**Discipline Focus (Ex)** [ ToB ]

As a swardsage, you can focus your training to take advantage of each discipline's fighting style. Each time you gain the discipline focus ability, select one of the six swardsage disciplines to which that focus applies. You can select a different discipline each time you gain discipline focus, but you must know at least one martial maneuver from the selected discipline. Even if you select a different discipline at higher levels, your discipline choice for earlier abilities does not change. This focus manifests in the following ways.

Weapon Focus: At 1st level, you gain the benefit of the Weapon Focus feat for weapons associated with the chosen discipline. See the discipline descriptions in Chapter 4.

Insightful Strikes: At 4th level, you can add your Wisdom modifier as a bonus on damage rolls whenever you execute a strike from the chosen discipline. At 12th level, you can choose a second discipline to which this ability applies.

Defensive Stance: At 8th level, you gain a +2 bonus on saving throws whenever you adopt a stance from the chosen discipline. At 16th level, you can choose a second discipline to which this ability applies. You gain a +2 bonus on Martial Lore checks made regarding a maneuver in a discipline in which you have discipline focus.

**Meager Fortitude** [ UA ]

You are sickly and weak of stomach.

**Murky-Eyed** [ UA ]

Your vision is obscured.

**Flexible Limbs** [ Lom ]

+2 Grapple

**Gladiator** [ CS ]

This wyvern-hide mask is shaped like the face of a grim warrior. Scars cover its surface, and silver chainmail rings surround its outer edge. You gain proficiency with all martial and exotic weapons. You also gain a +1 competence bonus on attack rolls and weapon damage rolls. As you advance in the master of masks class, you become more expert in weapon use: This bonus improves to +2 at 4th level, +3 at 7th level, and +4 at 10th level. Your alignment appears to be neutral while you wear a gladiator mask.

**Improved Grab** [ XPH ]

Fix

**Infamy** [ CW ]

The ronin's reputation for dishonor-deserved or not-follows him everywhere. Whenever someone in a position of authority has heard of the ronin's past (usually through a DC 10 Gather Information or Knowledge [nobility and royalty] check), that person's attitude starts one category worse than usual, and the ronin takes a -4 circumstance penalty on all Charisma-based checks involving that person. The infamy penalty applies only if the authority figure knows the ronin's identity, so some ronin adopt pseudonyms or secret identities.

**Keen Scent (Ex)** [ MM ]

A shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

**Maneuvers** [ ToB ]

You begin your career with knowledge of six martial maneuvers. The disciplines available to you are Desert Wind, Diamond Mind, Setting Sun, Shadow Hand, Stone Dragon, and Tiger Claw. Once you know a maneuver, you must ready it before you can use it (see Maneuvers Readied, below). A maneuver usable by swardsages is considered an extraordinary ability unless otherwise noted in its description. Your maneuvers are not affected by spell resistance, and you do not provoke attacks of opportunity when you initiate one. You learn additional maneuvers at higher levels, as shown on Table 1-2. You must meet a maneuver's prerequisite to learn it. See Table 3-1, page 39, to determine the highest-level maneuvers you can learn. Upon reaching 4th level, and at every even-numbered swardsage level after that (6th, 8th, 10th, and so on), you can choose to learn a new maneuver in place of one you already know. In effect, you lose the old maneuver in exchange for the new one. You can choose a new maneuver of any level you like, as long as you observe your restriction on the highest-level maneuvers you know; you need not replace the old maneuver with a maneuver of the same level. For example, upon reaching 10th level, you could trade in a single 1st-, 2nd-, 3rd- or 4th-level maneuver for a maneuver of 5th level or lower, as long as you meet the prerequisite of the new maneuver. You can swap only a single maneuver at any given level.

**Maneuvers Readied** [ ToB ]

You can ready four of your six maneuvers known at 1st level, and as you advance in level and learn more maneuvers, you are able to ready more, but you must still choose which maneuvers to ready. You ready your maneuvers by meditating and exercising for 5 minutes. The maneuvers you choose remain readied until you decide to meditate again and change them. You need not sleep or rest for any long period of time to ready your maneuvers; any time you spend 5 minutes in meditation, you can change your readied maneuvers. You begin an encounter with all your readied maneuvers unexpended, regardless of how many times you might have already used them since you chose them. When you initiate a maneuver, you expend it for the current encounter, so each of your readied maneuvers can be used once per encounter (unless you recover them, as described below). You can recover an expended maneuver by using a fullround action to quickly meditate. Doing this does not provoke attacks of opportunity.

If you complete your meditation, you can choose one expended maneuver to refresh. It is now available for use in a subsequent round.

**Maximum Power Level Known** [ TME ]

A psychic rogue begins play with the ability to learn 1st-level powers. As he attains higher levels, he may gain the ability to master more complex powers. To learn or manifest a power, a psychic rogue must have an Intelligence score of at least 10 + the power's level.

**Minotaur Cunning (Ex)** [ My ]

**Monstrous Humanoid Type** [ MM ]

Monstrous Humanoids eat/sleep/breathe

**Mountain Movement (Ex)** [ RS ]

**Persona Masks (Su)** [ CS ]

You gain the ability to craft potent magical masks, each of which allows you to take on a different persona and gain some aspect of that creature or archetypal character. At 1st level, you learn to create and use two masks selected from those described below. At 2nd level, and at every odd-numbered level thereafter, you can create and use one more mask from the list. Creating a new persona mask requires 8 hours of work and costs 100 gp. You can use only persona masks that you have crafted. No one else (not even another master of masks) can benefit from a persona mask that you create. To gain the benefit of a mask, you merely wear it. Putting on a mask is a standard action, and removing one is a move action. Once it is worn, the mask's benefit immediately applies. Your master of masks level is your caster level for any spell-like abilities produced by a mask. In addition to its other benefits, a mask conceals your alignment, replacing it (for the purpose of detection spells or abilities) with an alignment appropriate to the mask. You still retain your normal alignment for all other purposes (such as if a paladin uses smite evil against you). One or more persona masks can be worn at the same time, occupying the eye lenses/goggles body slot.

**Poison Use** [ My ]

Avengers are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

**Powerful Build (Ex)** [ RS ]

**Power Points/Day** [ TME ]

Power Points 0; A psychic rogue's ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on Table: The Psychic Rogue. In addition, he receives bonus power points per day if he has a high Intelligence score (see Table: Ability Modifiers and Bonus Power Points). His race may also provide bonus power points per day, as may certain feats and items. A 1st-level psychic rogue gains no power points for his class level, but he gains bonus power points (if he is entitled to any) and can manifest the single power he knows with those power points.

**Powers Known** [ TME ]

A psychic rogue begins play knowing one psychic rogue power of your choice. With the exception of 4th, 8th, 12th, 16th, and 20th levels, each time he achieves a new level, he unlocks the knowledge of a new power. Choose the powers known from the psychic rogue power list. (Exception: The feats Expanded Knowledge and Epic Expanded Knowledge do allow a psychic rogue to learn powers from the lists of other classes.) A psychic rogue can manifest any power that has a power point cost equal to or lower than his manifester level. The total number of powers a psychic rogue can manifest in a day is limited only by his daily power points. A psychic rogue simply knows his powers; they are ingrained in his mind. He does not need to prepare them (in the way that some spellcasters prepare their spells), though he must get a good night's sleep each day to regain all his spent power points. The Difficulty Class for saving throws against psychic rogue powers is 10 + the power's level + the psychic rogue's Intelligence modifier.

**Quick to Act (Ex)** [ ToB ]

You gain a +1 bonus on initiative checks.

**Really Throw Anything (Ex)** [ CW ]

A hulking hurler gains the Throw Anything feat (described in Chapter 3 of this book) as a bonus feat. However, since a hulking hurler depends on brute strength more than skill, he can throw anything (not just weapons) he can lift as a light load. If the item is an improvised weapon, he takes a -2 penalty on his attack roll instead of the normal -4. Use the rules in Chapter 4 of this book to determine the amount of damage the thrown weapon does. The range increment of a thrown weapon or improvised weapon wielded by a hulking hurler is 10 feet + 5 feet per size category the hulking hurler is beyond Large (this is a modification of the Throw Anything feat).

**Scent (Ex)** [ MM ]

**Sneak Attack +9d6** [ My ]

This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 every other level (2nd, 4th, 6th, 8th, and 10th). If an Avenger gets a sneak attack bonus from another source (such as rogue levels), the bonuses on damage stack. [Sneak Attack Damage: 9d6]

**Sneak Attack** [ TME ]

Sneak Attack 9d6; If a psychic rogue can catch an opponent when she cannot defend herself effectively from his attack, he can strike a vital spot for extra damage. Basically, the psychic rogue's attack deals extra damage any time his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the psychic rogue flanks his target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every three psychic rogue levels thereafter. Should the psychic rogue score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a sap (blackjack) or an unarmed strike, a psychic rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty, because



he must make optimal use of his weapon to execute a sneak attack. A psychic rogue can sneak attack only living creatures with discernible anatomies -- undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The psychic rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A psychic rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Sneak Attack [ PH ]

You can do an additional 9d6 damage if your opponent is unable to defend against you - whenever your opponent would be denied any dex bonus to AC, or you are flanking. Even at range (up to 30'). Creatures immune to critical hits are also immune to this sneak bonus. This damage can be non-lethal only if you use a sap (blackjack) or unarmed attack

Sneak Attack (Ex) [ CW ]

If a ronin can catch an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for an extra 1d6 points of damage. This extra damage increases by 1d6 points every third level (+2d6 at 4th level, +3d6 at 7th level, +4d6 at 10th level). For complete details on the sneak attack ability, see the description of the dark hunter earlier in this chapter.

Spells [ My ]

Beginning at 1st level, an Avenger gains the ability to cast a number of arcane spells. to cast a spell, an Avenger must have an Intelligence score of at least 10 + the spell's level, so an Avenger with an Intelligence of 10 or lower cannot cast these spells. Avenger bonus spells are based on Intelligence, and saving throws against these spells have a DC of 10 + spell level + the Avenger's Intelligence bonus (if any). When the Avenger gets 0 spells per day of a given spell level (for instance, 1st-level spells for a 1st-level Avenger), he gains only the bonus spells he would be entitled to based on his Intelligence score for that spell level. The Avenger's spell list appears below. An Avenger casts spells just as a bard does. Upon reaching 6th level, at every even-numbered level after that (8th and 10th), an Avenger can choose to learn a new spell in place of one he already knows. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level Avenger spell the Avenger can cast. For instance, upon reaching 6th level, an Avenger could trade in a single 1st-level spell (two spell levels below the highestlevel sorcerer spell he can cast, which is 3rd) for a different 1stlevel spell. At 8th and 10th levels, he could trade in a single 1stlevel or 2nd-level spell (since he now can cast 4th-level Avenger spells) for a different spell of the same level. An Avenger may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for that level.

Stances Known [ ToB ]

You begin play with knowledge of one 1st-level stance from any discipline open to you. At 2nd, 5th, 9th, 14th, and 20th level, you can choose additional stances. Unlike maneuvers, stances are not expended, and you do not have to ready them. All the stances you know are available to you at all times, and you can change the stance you currently use as a swift action. A stance is an extraordinary ability unless otherwise stated in the stance description. Unlike with maneuvers, you cannot learn a new stance at higher levels in place of one you already know.

Trapfinding [ TME ]

Psychic rogues can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic or psionic trap has a DC of 25 + the level of the spell or power used to create it. Psychic rogues can use the Disable Device skill to disarm magic and psionic traps. Magic and psionic traps generally have a DC of 25 + the level of the spell or power used to create them. A psychic rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with his party) without disarming it.

Trapfinding [ PH ]

Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Weapon and Armor Proficiency [ My ]

Avengers are proficient with the crossbow (hand, light, or heavy), dagger (any type), dart, rapier, sap, shortbow (normal and composite), and short sword. Avengers are proficient with light armor but not with shields.

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 [ CW ]

Hulking hurlers gain no proficiency with any weapon or armor.

Weapon and Armor Proficiency [ TME ]

Psychic rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. Psychic rogues are proficient with light armor, but not with shields.

Weapon and Armor Proficiency [ PH ]

Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. Rogues are proficient with light armor, but not with shields.

Weapon and Armor Proficiency [ CW ]

Ronins gain no proficiency with any weapon or armor.

Weapon and Armor Proficiency [ ToB ]

As a swordsage, you are proficient with simple weapons, martial melee weapons (including those that can be used as thrown weapons), and light armor, but not with shields.

Weapon and Armor Proficiency [ UA ]

Weapon Focus (Shadow Hand) (Ex) [ ToB ]

Grants the Weapon Focus feat for weapons associated with the Shadow Hand discipline (dagger, short sword, sai, siangham, unarmed strike, and spiked chain).

+1 Sneak Attack Dice [ PH ]

-2 all saving throws

Add Language (Giant) [ PH ]

GM awarded PC with bonus Language.

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.

Deepspawn [Lom]

Two short but powerful tentacles sprout from your waist. You gain two tentacle natural attacks.

Inhuman Reach [Lom]

Increased reach, penalty to melee

Multisnatch [Dr]

Penalty to maintain hold lessens to -10.

Point Blank Shot [PH]

You are skilled at making well-placed shots with ranged weapons at close range.

You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

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 6 from all melee attack rolls and add the same number to all melee damage rolls.

Snatch [EL]

The creature can choose to start a grapple when it hits with a claw or bite attack, as though it had the improved grab special attack. If the creature gets a hold on a creature three or more sizes smaller, it squeezes each round for automatic bite or claw damage. A snatched opponent held in the creature's mouth is not allowed a Reflex save against the creature's breath weapon, if it has one. The creature can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels 1d6x10 feet, and takes 1d6 points of damage per 10 feet traveled. If the creature flings a snatched opponent while flying, the opponent takes this amount or falling damage, whichever is greater.

Snatch Arrows (Granted) [PH]

You are adept at grabbing incoming arrows, as well as crossbow bolts, spears, and other projectile or thrown weapons.

When using the Deflect Arrows feat you may catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back at the original attacker (even though it isn't your turn) or kept for later use. You must have at least one hand free to use this feat.

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.

Weapon Focus (Chain (Spiked), Dagger, Sai, Siangham, Sword (Short), Unarmed Strike) (Granted) [PH]

You are especially good at using this specified weapon.

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Proficiencies

Aspergillum (Heavy), Axe (Throwing), Bash, Battle Gauntlet, Battleaxe, Blowgun, Boulder, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Dart Thruster, Darts (Barbed), Deepspawn Tentacles, 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, NoProfReq, Pick (Dire), Pick (Heavy), Pick (Light), Quarterstaff, Ranged Spell, Ranseur, Rapier, 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
Amphibious
Half-Minotaur
Half-Ogre(Large or Larger)
Wild

Temporary Bonus
Assassin's Stance Active
Assassin's Mask Active 1

# Swordsage Spells

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

## LEVEL 1 / Per Day:0 / Caster Level:6

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ <b>Sudden Leap</b>	<b>Tiger Claw (Boost)</b>	1 swift action	Instantaneous	Personal	ToB:p.89

**TARGET:** You; **EFFECT:** You leap to a new position in the blink of an eye, leaving your opponents baffled. You can make a Jump check as a swift action and move the distance determined by your check result. You provoke attacks of opportunity with this movement, and you must move in a straight line. As with any movement, you can attempt a Tumble check to avoid any attacks you provoke with this sudden leap. You can't move through enemies, unless you succeed on the appropriate Tumble check.

## LEVEL 2 / Per Day:0 / Caster Level:6

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ <b>Claw At The Moon</b>	<b>Tiger Claw (Strike)</b>	1 standard action		Melee attack	ToB:p.86

**TARGET:** One creature; **EFFECT:** You leap into the air, catching your foe off guard as you slice down into him. You learn to leap into the air and slice at a foe's vulnerable points. Like a great cat, you spring into the air and attack your foe from an unexpected direction. As part of this maneuver, you attempt a Jump check to leap into the air and make a melee attack that targets your foe's upper body, face, and neck. The Jump check's DC is equal to your target's AC. If this check succeeds, your attack deals an extra 2d6 points of damage. If this attack threatens a critical hit, you gain a +4 bonus on your roll to confirm the critical hit. If your check fails, you can still attack, but you do not deal extra damage or gain a bonus on a roll to confirm a critical hit. The maneuver is still considered expended.

☐☐☐☐☐ <b>Shadow Jaunt</b>	<b>Shadow Hand [Teleportation]</b>	1 standard action		50 ft.	ToB:p.79
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**TARGET:** You; **EFFECT:** A cloud of shadow energy engulfs you, spins into a tiny mote, and disappears. A moment later, this shadowy cloud appears across the battlefield and expels you from it. As part of this maneuver, you disappear in a cloud of darkness and teleport up to 50 feet away. You must have line of sight and line of effect to your destination. If you attempt to use this maneuver to move into an occupied space, you do not move, and the maneuver is expended but has no effect.

## LEVEL 3 / Per Day:0 / Caster Level:6

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ <b>Assassin's Stance</b>	<b>Shadow Hand (Stance)</b>	1 swift action	Stance	Personal	ToB:p.75

**TARGET:** You; **EFFECT:** As your foe struggles to regain his defensive posture, you line up an exacting strike that hits with superior accuracy and deadly force. A shadow cast by a gap between two armored plates or a crease in a creature's thick hide calls to your weapon, allowing you to strike with deadly accuracy against an unprepared opponent. While you are in this stance, you gain the sneak attack ability, if you do not already have it, which deals an extra 2d6 points of damage. If you already have the sneak attack class feature, your existing sneak attack ability deals an extra 2d6 points of damage. See the rogue class feature [PH 50] for a complete description of sneak attack.

## LEVEL 4 / Per Day:0 / Caster Level:6

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ <b>Death From Above</b>	<b>Tiger Claw (Strike)</b>	1 standard action		Melee attack	ToB:p.86

**TARGET:** One creature; **EFFECT:** With a war cry, you leap into the air and lift your weapon high overhead. As you arc downward, your weight and momentum lend bonecrushing force to your attack. Like a thunderbolt, you slam into your foe from above. You leap upon your enemy and drive him into the ground. The impact of your attack gives you extra force, allowing you to score a deadly hit. To use this maneuver, you must be adjacent to a foe. As part of this maneuver, you attempt a DC 20 Jump check. If this check succeeds, you can make a single melee attack against an opponent that you were adjacent to when you began this maneuver. This attack occurs in the air as you soar over your opponent, also as part of the maneuver. Your attack deals an extra 4d6 points of damage, and your opponent is considered flat-footed against this attack. You then land in any square adjacent to the target of this attack, though no more than 20 feet away from your starting position. If your Jump check fails, you remain in the last square you occupied before the Jump check and can make a single attack normally. The maneuver is still considered expended.

## LEVEL 5 / Per Day:0 / Caster Level:6

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ <b>Pouncing Charge</b>	<b>Tiger Claw (Strike)</b>	1 full-round action		Personal	ToB:p.88

**TARGET:** You; **EFFECT:** With the roar of a wild beast, you throw yourself into the fray. Your weapons are little more than a blur as you hack at your foe with feral speed. With a ferocious howl, you throw yourself into combat. You move with such speed and ferocity that when you reach your enemy, you unleash a blistering flurry of slashes, cuts, and hacks. As part of initiating this maneuver, you make a charge attack. Instead of making a single attack at the end of your charge, you can make a full attack. The bonus on your attack roll for making a charge attack applies to all your attack rolls.

## LEVEL 6 / Per Day:0 / Caster Level:6

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ <b>Rabid Bear Strike</b>	<b>Tiger Claw (Strike)</b>	1 standard action		Melee attack	ToB:p.88

**TARGET:** One creature; **EFFECT:** With a ferocious roar, you leap upon your enemy like a wild beast, slamming your weapon into her with a madman's fury. You focus your primal fury into a single attack, laying an opponent low with a mighty blow that splinters bones and shatters steel. As part of this maneuver, you make a single melee attack. You gain a +4 bonus on this attack roll and deal an extra 10d6 points of damage. After completing this maneuver, you take a -4 penalty to AC until the start of your next turn.

\* =Domain/Speciality Spell

## Psychic Rogue Powers

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

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

Power Points	Name	School	Time	Duration	Range	Source
1	<b>Detect Psionics</b>	<b>Clairensentience</b>	1 standard action	Concentration, up to 1 minutes [D]	60 ft.	TME:p.91

[Au Vi] **TARGET:** Cone-shaped emanation centered on you; **EFFECT:** You detect psionic auras. A psionic aura is given off by any active or permanent power, or during the use of any psionic feat. Characters who have levels in a psionic class, creatures with the psionic subtype, and creatures with the Wild Talent feat possess psionic auras. The amount of information revealed by the manifestation of this power depends on how long you study a particular area or subject. 1st Round: Presence or absence of psionic auras. 2nd Round: Number of different psionic auras and the strength of the most potent aura. 3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Psicraft checks to determine the discipline involved in each aura. [Make one check per aura; DC 15 + power level, or 15 + one-half manifester level for an effect that is not created by a power, such as that of a psionic item.] Psionically charged locations, multiple disciplines, or strong local psionic emanations may confuse or conceal weaker auras. Strength: A psionic aura's strength depends on a functioning power's level or an item's manifester level. If an aura falls into more than one category, detect psionics indicates the stronger of the two. Detection of an overwhelming aura [see the accompanying table] dazes you for 1 round and the power ends. Each round, you can turn to detect psionics in a new area. You can tell the difference between magical and psionic auras. The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. [SR:No]

\* =Domain/Speciality Spell

## Avenger Spells

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

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

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ <b>Jump</b>	<b>Transmutation</b>	1 standard action	1 minutes [D]	Touch	PH:p.246

[V, S, M] **TARGET:** Creature touched; **EFFECT:** The subject gets a +10 enhancement bonus on Jump checks. The enhancement bonus increases to +20 at caster level 5th, and to +30 [the maximum] at caster level 9th. Material Component: A grasshopper's hind leg, which you break when the spell is cast. [SR:Yes; DC:12, Will negates (harmless)]

☐☐☐☐☐ <b>Sniper's Shot</b>	<b>Divination</b>	1 swift action	1 round	Personal	SC:p.194
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[V,S] **TARGET:** You; **EFFECT:** Your ranged attacks made before the start of your next turn can be sneak attacks regardless of the distance between you and your target. You must still fulfill the other conditions for making a sneak attack against the target. This spell doesn't grant you the ability to make a sneak attack if you don't already have that ability.

\* =Domain/Speciality Spell

# Squishmallow

RACE

0

AGE

GENDER

Male

VISION

Darkvision (60 ft.)

ALIGNMENT

Neutral Good

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

None

REGION

DEITY

Monstrous Humanoid

Race Type

Race Sub Type

Description:

Biography: