

Worghest

Character Name

Barbarian 7, Warshaper 5

CLASS

12/14 (12)

Character Level/ECL (CR)

91000 / 105000

EXP/NEXT LEVEL

0

Player Name

Worghest / Outsider

RACE

Male

Deity

Medium / 5 ft.

Region

0' 0" / 0 lbs.

Alignment

Darkvision (60 ft.), Low-Light VISION

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

31

+10

31

+10

DEX

24

+7

24

+7

CON

28

+9

28

+9

INT

14

+2

14

+2

WIS

16

+3

16

+3

CHA

10

+0

10

+0

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

+15

=

+9

+

+9

+

+0

+

-3

+

+0

+

REFLEX

+10

=

+3

+

+7

+

+0

+

+0

+

+0

+

WILL

+6

=

+3

+

+3

+

+0

+

+0

+

+0

+

HP

211

hit points

AC

23

armor class

INITIATIVE

+7

modifier

Encumbrance

Light

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

1/-

SPEED

Walk 65 ft.

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLECTION

DODGE

Morale

Insight

Sacred

Profane

MISC

MISS CHANCE

0

Arcane Spell Failure

ARMOR CHECK PENALTY

0

SPELL RESIST

0

ACID RESIST

0

COLD RESIST

0

ELECT. RESIST

0

FIRE RESIST

0

Conditional Save Modifiers:
+2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

MELEE

attack bonus

TOTAL

+20/+15

=

BASE ATTACK BONUS

+10/+5

+

STAT

+10

+

SIZE

+0

+

MISC

+0

+

EPIC

0

+

TEMP

RANGED

attack bonus

TOTAL

+15/+10

=

BASE ATTACK BONUS

+10/+5

+

STAT

+7

+

SIZE

+0

+

MISC

-2

+

EPIC

0

+

TEMP

GRAPPLE

attack bonus

TOTAL

+20/+15

=

BASE ATTACK BONUS

+10/+5

+

STAT

+10

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

| UNARMED | TOTAL ATTACK BONUS | DAMAGE | CRITICAL | REACH |
|---------------------|--------------------|--------|----------|--------|
| (nonlethal only) | +22/+17 | 1d3+12 | 20/x2 | 10 ft. |
| Special Properties: | | | | |

| *Claw | HAND | TYPE | SIZE | CRITICAL | REACH |
|---|---------|------|------|----------|--------|
| | Primary | PS | M | 20/x2 | 10 ft. |
| TOTAL ATTACK BONUS | DAMAGE | | | | |
| +22/+22 | 1d8+12 | | | | |
| Special Properties: Grizzly Claw Attack | | | | | |

| *Bite | HAND | TYPE | SIZE | CRITICAL | REACH |
|--------------------|---------|--------|------|----------|--------|
| | Primary | PS | M | 20/x2 | 10 ft. |
| TOTAL ATTACK BONUS | | DAMAGE | | | |
| +22 | | 1d8+12 | | | |

| *Light Ray | HAND | TYPE | SIZE | CRITICAL | REACH |
|------------|---------|--------|-----------|----------|--------|
| | Primary | | M | 20/x2 | 10 ft. |
| To Hit | | Dam | | To Hit | |
| 1H-P | +22 | 1d4+12 | 2W-P-(OH) | +22 | 1d4+12 |
| 1H-O | +22 | 1d4+7 | 2W-P-(OL) | +22 | 1d4+12 |
| 2H | +22 | 1d4+17 | 2W-OH | +22 | 1d4+7 |

Special Properties: Overcomes All Damage Resistance - as Ghaele

*: 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 |
|--|------|----|--------|-------|---------------|
| *Bracers of Armor +6 | | +6 | +0 | 0 | |
| These items appear to be wrist or arm guards. They surround the wearer with an invisible but tangible field of force, granting him an armor bonus of +6, just as though he were wearing armor. Both bracers must be worn for the magic to be effective. Moderate conjuration; CL 7th | | | | | |

BARBARIAN RAGE

Uses per day ☐

The Barbarian gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves, but suffers a -2 penalty to AC for 4 rounds. At the end of the rage, the barbarian is fatigued (-2 to Strength, -2 to Dexterity, can't charge or run) for the duration of that encounter. The barbarian can only rage once per encounter. Entering a rage takes no time itself, but the barbarian can only do it during his action.

| TOTAL SKILLPOINTS: 80 (UNUSED: 80) | | | | | SKILLS | | | | | MAX RANKS: 15/7.5 | | | | |
|--|-----------------------|--|--|--|-------------|----------------|------------------|-------|---------------|-------------------|---|------|--|--|
| SKILL NAME | | | | | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS | MISC MODIFIER | | | | | |
| ✓ | Appraise | | | | INT | 2 | = | 2 | | | | | | |
| ✓ | Balance | | | | DEX | 7 | = | 7 | | | | | | |
| ✓ | Bluff | | | | CHA | 0 | = | 0 | | | | | | |
| ✓ | Climb | | | | STR | 10 | = | 10 | | | | | | |
| ✓ | Concentration | | | | CON | 9 | = | 9 | | | | | | |
| ✓ | Craft (Untrained) | | | | INT | 2 | = | 2 | | | | | | |
| ✓ | Diplomacy | | | | CHA | 0 | = | 0 | | | | | | |
| ✓ | Disguise | | | | CHA | 0 | = | 0 | | | | | | |
| ✓ | Escape Artist | | | | DEX | 7 | = | 7 | | | | | | |
| ✓ | Forgery | | | | INT | 2 | = | 2 | | | | | | |
| ✓ | Gather Information | | | | CHA | 0 | = | 0 | | | | | | |
| ✓ | Heal | | | | WIS | 3 | = | 3 | | | | | | |
| ✓ | Hide | | | | DEX | 7 | = | 7 | | | | | | |
| ✓ | Intimidate | | | | CHA | 0 | = | 0 | | | | | | |
| ✓ | Jump | | | | STR | 22 | = | 10 | | | | + 12 | | |
| ✓ | Knowledge (Untrained) | | | | INT | 2 | = | 2 | | | | | | |
| ✓ | Listen | | | | WIS | 3 | = | 3 | | | | | | |
| ✓ | Move Silently | | | | DEX | 11 | = | 7 | | | | + 4 | | |
| ✓ | Ride | | | | DEX | 7 | = | 7 | | | | | | |
| ✓ | Search | | | | INT | 2 | = | 2 | | | | | | |
| ✓ | Sense Motive | | | | WIS | 3 | = | 3 | | | | | | |
| ✓ | Spot | | | | WIS | 3 | = | 3 | | | | | | |
| ✓ | Survival | | | | WIS | 5 | = | 3 | | | | + 2 | | |
| ✓ | Swim | | | | STR | 10 | = | 10 | | | | | | |
| ✓ | Use Rope | | | | DEX | 7 | = | 7 | | | | | | |
| | | | | | | | | | = | | + | + | | |
| | | | | | | | | | = | | + | + | | |
| ✓: can be used untrained. X: exclusive skills. *: Skill Mastery. | | | | | | | | | | | | | | |

| *Talon | HAND | TYPE | SIZE | CRITICAL | REACH |
|-------------------------------|---------|------|------|----------|--------|
| TOTAL ATTACK BONUS | Primary | B | M | 20/x2 | 10 ft. |
| +22 | DAMAGE | | | | |
| 1d4+12 | | | | | |
| Special Properties: Aarakokra | | | | | |

| *Wind Scythe | HAND | TYPE | SIZE | CRITICAL | REACH |
|--|---------|------|------|----------|--------|
| TOTAL ATTACK BONUS | Primary | PS | M | 20/x2 | 10 ft. |
| +22 | DAMAGE | | | | |
| 1d6+12 | | | | | |
| Special Properties: Breathstealer Wind Scythe Attack | | | | | |

| *Shock | HAND | TYPE | SIZE | CRITICAL | REACH |
|--|---------|------|------|----------|--------|
| TOTAL ATTACK BONUS | Primary | E | M | 20/x2 | 10 ft. |
| +22 | DAMAGE | | | | |
| 1d6+12 | | | | | |
| Special Properties: Will-o-wiso Shock Attack | | | | | |

| *Slam | HAND | TYPE | SIZE | CRITICAL | REACH |
|---|---------|------|------|----------|--------|
| TOTAL ATTACK BONUS | Primary | B | M | 20/x2 | 10 ft. |
| +22 | DAMAGE | | | | |
| 1d4+12 | | | | | |
| Special Properties: Generic Slam Attack | | | | | |

| *Needle | HAND | TYPE | SIZE | CRITICAL | REACH |
|--|---------|------|------|----------|--------|
| TOTAL ATTACK BONUS | Primary | PS | M | 20/x2 | 10 ft. |
| Special Properties: Needlefolk Needle Attack at range increment 20 | | | | | |

| *Slap | HAND | TYPE | SIZE | CRITICAL | REACH |
|---|---------|------|------|----------|--------|
| TOTAL ATTACK BONUS | Primary | B | M | 20/x2 | 10 ft. |
| +22 | DAMAGE | | | | |
| 1d4+12 | | | | | |
| Special Properties: Generic Slap Attack | | | | | |

| *Spikes | HAND | TYPE | SIZE | CRITICAL | REACH |
|--|---------|------|------|----------|--------|
| TOTAL ATTACK BONUS | Primary | PS | M | 20/x2 | 10 ft. |
| Special Properties: Manticore Spikes Attack at range 180 with no range increment | | | | | |

| *Wing Slam | HAND | TYPE | SIZE | CRITICAL | REACH |
|---|---------|------|------|----------|--------|
| TOTAL ATTACK BONUS | Primary | B | M | 20/x2 | 10 ft. |
| +22 | DAMAGE | | | | |
| 1d4+12 | | | | | |
| Special Properties: Dragon Wing Slam Attack | | | | | |

| EQUIPMENT | | | | |
|--|----------|--------|------------------------|--|
| ITEM | LOCATION | QTY | WT / COST | |
| Amulet of Mighty Fists +2 | Equipped | 1 | 0 / 24,000 | |
| This amulet grants an enhancement bonus of +2 on attack and damage rolls with unarmed attacks and natural weapons. Faint evocation; CL 5th | | | | |
| Pearl of Speech | Equipped | 1 | 0 / 600 | |
| When you place a pearl of speech upon your tongue (a standard action), it is absorbed into your mouth until you speak the proper commandword to release it. While absorbed, the pearl grants you the ability to speak and understand a specific language. Each pearl is created for a specific language, and you can have only one pearl of speech active at a time. In addition, while the pearl is active, it can be activated to produce a command effect once per day (Will DC 11 negates). | | | | |
| Claw | Equipped | 1 | 0 / 0 | |
| Grizzly Claw Attack | | | | |
| Bracers of Armor +6 | Equipped | 1 | 1 / 36,000 | |
| These items appear to be wrist or arm guards. They surround the wearer with an invisible but tangible field of force, granting him an armor bonus of +6, just as though he were wearing armor. Both bracers must be worn for the magic to be effective. Moderate conjuration; CL 7th | | | | |
| Bite | Equipped | 1 | 0 / 0 | |
| Light Ray | Equipped | 1 | 0 / 0 | |
| Overcomes All Damage Resistance - as Ghaele | | | | |
| Talon | Equipped | 1 | 0 / 0 | |
| Aarakokra | | | | |
| Wind Scythe | Equipped | 1 | 0 / 0 | |
| Breathstealer Wind Scythe Attack | | | | |
| Shock | Equipped | 1 | 0 / 0 | |
| Will-o-wiso Shock Attack | | | | |
| Slam | Equipped | 1 | 0 / 0 | |
| Generic Slam Attack | | | | |
| Vest of free movement | Equipped | 1 | 0 / 12,000 | |
| (13th) 3/day freedom of movement for 3 rounds | | | | |
| Wilding Clasp | Equipped | 3 | 0 (0) / 4,000 (12,000) | |
| This 3-inch-long gold chain has a clasp on each end. A wilding clasp can be attached to any item worn on the body. When so worn, a clasp prevents the worn item from melding into your new form when you use wild shape (as long as the item could be reasonable worn by the new form). Thus, the item remains fully functional and can be used normally in your new form. | | | | |
| Survival Pouch | Equipped | 1 | 5 / 3,300 | |
| This pouch looks like it's seen its share of rough use. It is tattered and stained from use in the wild. Five times per day, you can reach into a survival pouch and retrieve your choice of one of the following items. Each item lasts for 8 hours. Trail rations for one Medium creature for one day. Two gallons of water stored in a waterskin. A tent and two bedrolls sized for Medium creatures. A 50-foot coil of hempen rope. A shovel. A campfire (about 2 feet square). (can be used for 8 lit torches, 1 hr each). A composite shortbow (+1 Str bonus) and a quiver of 20 arrows. A mule with bit, bridle, saddle, and saddlebags | | | | |
| Needle | Equipped | 1 | 0 / 0 | |
| Needlefolk Needle Attack at range increment 20 | | | | |
| Slap | Equipped | 1 | 0 / 0 | |
| Generic Slap Attack | | | | |
| Spikes | Equipped | 1 | 0 / 0 | |
| Manticore Spikes Attack at range 180 with no range increment | | | | |
| Wing Slam | Equipped | 1 | 0 / 0 | |
| Dragon Wing Slam Attack | | | | |
| TOTAL WEIGHT CARRIED/VALUE | | 8 lbs. | 87,900gp | |

| WEIGHT ALLOWANCE | | | | | |
|--|-------|-----------------|-------|-------------|--------|
| Light | 6440 | Medium | 12880 | Heavy | 19320 |
| Lift over head | 19320 | Lift off ground | 38640 | Push / Drag | 96600 |
| MONEY | | | | | |
| Coin (Gold): 100[Equipped] | | | | | |
| Total= 100 gp | | | | | |
| MAGIC | | | | | |
| Languages | | | | | |
| Common, Giant, Goblin, Infernal, Worg | | | | | |
| Other Companions | | | | | |
| Special Abilities | | | | | |
| +1 to saves vs cold, -1 to saves vs fire | | | | | |
| +4 to survival rolls to track by scent while in wolf form. | | | | | |
| Lose Spelllike Abilities | | | | | |
| Special Attacks | | | | | |
| Awesome Charge (Ex) | | | | | [CV] |
| While enraged, you can make an attack at the end of the charge as though you had the Awesome Blow feat. This replaces the normal barbarian uncanny dodge class feature. | | | | | |
| Feed (Su) | | | | | [My] |
| Grizzly Claw Attack | | | | | [My] |
| Rage (Ex) | | | | | [PH] |
| 2 times/day (14 rounds) Bonuses when enraged (STR +4, CON +4, Will +2, AC -2, HP 24) | | | | | |
| Trip (Ex) | | | | | [My] |
| A worghest in wolf form that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf. | | | | | |
| Special Qualities | | | | | |
| Change Shape (Su) | | | | | [My] |
| A worghest can assume the shape of a wolf as a standard action. In wolf form, a worghest gains a bite attack. Worghests may also take feats requiring the druid's wild shape ability as a prerequisite. | | | | | |
| 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. | | | | | |
| Fast Movement (Ex) | | | | | [PH] |
| A barbarian's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn. For example, a human barbarian has a speed of 40 feet, rather than 30 feet, when wearing light or no armor. When wearing medium armor or carrying a medium load, his speed drops to 30 feet. A halfling barbarian has a speed of 30 feet, rather than 20 feet, in light or no armor. When wearing medium armor or carrying a medium load, his speed drops to 20 feet. | | | | | |
| Flashmorph/Multimorph (Su) | | | | | [CW] |
| Flashmorph if can change at will. Multimorph if polymorph or wild shape. | | | | | |
| Meager Fortitude | | | | | [UA] |
| You are sickly and weak of stomach. | | | | | |
| Shaky | | | | | [UA] |
| You are relatively poor at ranged combat. | | | | | |
| Martial Weapons | | | | | [MM] |
| 0 HD Outsider gains all Martial Weapon Proficiencies | | | | | |
| Morphic Body (Su) | | | | | [CW] |
| +4 TO Str and Con | | | | | |
| Morphic Healing (Su) | | | | | [CW] |
| Fast Healing 2, spend a full round action and a con check with DC of total damage sustained heals 10 points. | | | | | |
| Morphic Immunities (Ex) | | | | | [CW] |
| Warshapers are immune to stunning and critical hits. | | | | | |
| Morphic Reach (Su) | | | | | [My] |
| Attack has 5 feet more reach. | | | | | |
| Morphic Weapon Enhancement (Bite, Claw) | | | | | [My] |
| You increase the damage done by a natural weapon. | | | | | |
| Morphic Weapons (Su) | | | | | [My] |
| As a move action grow a natural weapon of appropriate size for form. May grow an existing weapon one category larger for damage. TODO - Fix damage values for attacks that are ranged, are energy or emulate weapons. There is a rational limit to the number of Natural Attacks you can make. You only have so many body parts. You cannot add additional limbs to carry attacks, unless the attack itself is an additional limb (tentacle, tail, medusa snake hair). Natural Attacks that emulate weapons use those weapon damage values. Archon Energy Rays deal Slam Damage. | | | | | |

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|--|--------|
| Native Subtype | [MM] |
| Outsider native to Material Plane | |
| Outsider Type | [MM] |
| Native outsiders eat/sleep/breathe | |
| Rage (Ex) | [PH] |
| A barbarian can fly into a screaming blood frenzy a certain number of times per day. In a rage, a barbarian gains phenomenal strength and durability but becomes reckless and less able to defend himself. He temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are; see Temporary Hit Points, page 146.) While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a 17th-level barbarian, at which point this limitation no longer applies; see below). A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level). Entering a rage takes no time itself, but a barbarian can do it only during his action (see Initiative, page 136), not in response to someone else's action. A barbarian can't, for example, fly into a rage when struck down by an arrow in order to get the extra hit points from the increased Constitution, although the extra hit points would be of benefit if he had gone into a rage earlier in the round, before the arrow struck | |
| 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. | |
| Shapechanger Subtype | [MM] |
| A shapechanger has the supernatural ability to assume one or more alternate forms. Many magical effects allow some kind of shape shifting, and not every creature that can change shapes has the shapechanger subtype. Traits-A shapechanger possesses the following traits (unless otherwise noted in a creature's entry). Proficient with its natural weapons, with simple weapons, and with any weapons mentioned in the creature's description. Proficient with any armor mentioned in the creature's description, as well as all lighter forms. If no form of armor is mentioned, the shapechanger is not proficient with armor. A shapechanger is proficient with shields if it is proficient with any type of armor. | |
| Trap Sense +2 | [PH] |
| Character has an intuitive sense that alerts him to danger from traps, giving him a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps. | |
| Uncanny Dodge (Ex) | [PH] |
| At 2nd level, a barbarian gains the ability to react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class (a barbarian with at least four levels of rogue, for example), he automatically gains improved uncanny dodge (see below) instead. | |
| Weapon and Armor Proficiency | [PH] |
| A barbarian is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields). | |
| Worghest Wolf Shape (Su) | [My] |
| You are in wolf form. If you gain any additional forms for Wild Shape, their Hit Dice are limited to your total HD. As all classes stack to determine your HD limit, classes that add their own bonus do not apply any differently than any other class. Other abilities that may increase your HD limit above your total HD may still be used. You may activate Wild feats that require the expenditure of a daily use of Wild Shape as At Will abilities. | |

| | |
|--|--------|
| Feats | |
| Eagle's Wings | [CD] |
| You can take wing and fly with the grace of an eagle. | |
| You can spend one wild shape to grow feathery wings. These allow you to fly at a speed of 60 feet (average maneuverability). The wings remain for 1 hour. | |
| Elemental Essence | [CV] |
| You can channel the power of the four elements from the natural world around you. | |
| When you first select this feat, choose one type of energy: acid, cold, electricity, or fire. This choice cannot thereafter be changed. You can spend one daily use of your wild shape ability to surround your limbs and weapons with an aura of the chosen energy. While this effect is active, each melee attack you make deals an extra 1d6 points of the appropriate type of energy damage. Additionally, you gain resistance 5 against that type of energy. These effects last for 1 minute. | |
| Special: You can select this feat multiple times. Its effects do not stack. Each time you take it, you must select a different type of energy to which the feat applies. You cannot use this feat to activate multiple energy types at the same time. | |
| Grizzly's Claws | [CD] |

| | |
|---|--------|
| You can grow claws as sharp as those of a bear. The claws remain for one hour. | |
| You can spend one wild shape to gain two primary claw attacks (both at your base attack bonus and adding your Strength bonus). The claws deal piercing and Slashing damage equal to a short sword appropriate to your size (1d6 for Medium, or 1d4 for Small). The claws remain for 1 hour. | |
| Improved Multiattack | [Dr] |
| You are particularly adept at using all your natural weapons at once. | |
| [Benefit] Your secondary attacks with natural weapons have no penalty on the attack roll. You still add only 1/2 your Strength bonus, if any, to damage dealt. | |
| [Normal] Without this feat, your secondary natural attacks are made at a -5 penalty (or a -2 penalty if you have the Multiattack feat). | |
| 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. | |
| Lion's Pounce | [CD] |
| You can deliver a terrible attack at the end of a charge. | |
| When you charge, you may spend a wild shape as a free action to make a full attack at the end of the charge. | |
| Multiattack | [My] |
| The creature's secondary attacks with natural weapons take only a -2 penalty. Normal: Without this feat, the creature's secondary attacks with natural weapons take a -5 penalty. | |
| 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. | |

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| Proficiencies |
| Aspergillum (Heavy), Axe (Throwing), Bash, Battle Gauntlet, Battleaxe, Bite, Blowgun, Boulder, Claw, 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), Light Ray, Longbow, Longspear, Longsword, Lucerne Hammer, Mace (Heavy), Mace (Light), Maul, Morningstar, Needle, Pick (Dire), Pick (Heavy), Pick (Light), Quarterstaff, Ranged Spell, Ranseur, Rapier, Saber, Sap, Scimitar, Scythe, Shieldbash, Shock, Shortbow, Shortspear, Sickle, Slam, Slap, Sling, Spear, Spells (Ray), Spells (Touch), Spiked Armor, Spikes, Strike (Unarmed), Sword (Bastard), Sword (Cutlass), Sword (Saber), Sword (Short), Talon, Trident, Truncheon, Unarmed Strike, Wakizashi, Warhammer, Warmace, Wind Scythe, Wing Slam |

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|---------------------------|
| Templates |
| Arctic (Ice Dweller) |
| Wild (Wilderness Dweller) |

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|---------------------------|
| Temporary Bonus |
| Morphic ~ Add Spikes |
| Morphic ~ Add Wing Slam |
| Worghest ~ Change Shape |
| Morphic ~ Add Talon |
| Morphic ~ Add Shock |
| Morphic ~ Add Crush |
| Grizzly's Claws |
| Morphic ~ Add Needle |
| Morphic ~ Add Light Ray |
| Morphic ~ Add Wind Scythe |
| Morphic ~ Add Slap |
| Morphic ~ Add Slam |

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 | | | | | |

Worghest

Worghest

| | |
|-----------------------------|--------------------------------|
| RACE | 0 |
| AGE | |
| GENDER | Male |
| VISION | Darkvision (60 ft.), Low-Light |
| 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 | None |
| REGION | |
| DEITY | Outsider |
| Race Type | |

Race Sub Type

Description:
Biography: