

Lassie

Character Name

Warblade 4, Warshaper 5

CLASS

9 (11)

52000 / 45000

Character Level (CR)

EXP/NEXT LEVEL

Player Name

Human / Humanoid

RACE

0

Female

AGE

GENDER

Deity

Small / 5 ft.

SIZE / FACE

Custom Campaign

None

Region

0' 0" / 0 lbs.

HEIGHT / WEIGHT

Alignment

Low-Light Vision

VISION

Points

HAIR

EYES

SPEED

Walk 30 ft.

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

18

+4

18

+4

DEX

Dexterity

26

+8

26

+8

CON

Constitution

20

+5

20

+5

INT

Intelligence

16

+3

16

+3

WIS

Wisdom

18

+4

18

+4

CHA

Charisma

16

+3

16

+3

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

(constitution)

+13

=

+8

+

+5

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+10

=

+2

+

+8

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+8

=

+2

+

+4

+

+0

+

+2

+

+0

+

MELEE

attack bonus

TOTAL

+12/+7

=

BASE ATTACK BONUS

+7/+2

+

STAT

+4

+

SIZE

+1

+

MISC

+0

+

EPIC

0

+

TEMP

RANGED

attack bonus

+16/+11

=

+7/+2

+

+8

+

+1

+

+0

+

0

+

GRAPPLE

attack bonus

-133/-138

=

+7/+2

+

+4

+

-144

+

+0

+

+0

+

UNARMED

(nonlethal only)

TOTAL ATTACK BONUS

+16/+11

DAMAGE

1d2+4

CRITICAL

20/x2

REACH

10 ft.

Special Properties:

\*Claw

HAND

Primary

TYPE

PS

SIZE

M

CRITICAL

20/x2

REACH

10 ft.

TOTAL ATTACK BONUS

+16/+16

DAMAGE

1d2+6

\*Bite

HAND

Off-hand

TYPE

BPS

SIZE

M

CRITICAL

20/x2

REACH

10 ft.

TOTAL ATTACK BONUS

+11

DAMAGE

null

HP

hit points

133

WOUNDS/CURRENT HP

AC

armor class

21

21

19

=

10

+

0

+

0

+

8

+

1

+

2

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

INITIATIVE

modifier

+8

=

+8

+

+0

Encumbrance

Light

MISS CHANCE

0

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

0

SPELL RESIST

0

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

DAMAGE REDUCTION

5/silver

INSIGHT

SACRED

PROFANE

MISC

TOTAL SKILLPOINTS: 86 (UNUSED: 86)

MAX RANKS: 12/6

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

✓ Appraise

INT

3

=

3

✓ Balance

DEX

8

=

8

✓ Bluff

CHA

3

=

3

✓ Climb

STR

4

=

4

✓ Concentration

CON

5

=

5

✓ Craft (Untrained)

INT

3

=

3

✓ Diplomacy

CHA

3

=

3

✓ Disguise

CHA

3

=

3

✓ Escape Artist

DEX

8

=

8

✓ Forgery

INT

3

=

3

✓ Gather Information

CHA

3

=

3

✓ Heal

WIS

4

=

4

✓ Hide

DEX

12

=

8

+ 4

✓ Intimidate

CHA

3

=

3

✓ Jump

STR

4

=

4

✓ Knowledge (Untrained)

INT

3

=

3

✓ Listen

WIS

4

=

4

✓ Move Silently

DEX

8

=

8

✓ Ride

DEX

8

=

8

✓ Search

INT

3

=

3

✓ Sense Motive

WIS

4

=

4

✓ Spot

WIS

4

=

4

✓ Survival

WIS

4

=

4

✓ Swim

STR

4

=

4

✓ Use Rope

DEX

8

=

8

=

+

+

=

+

+

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

\*: 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.

EQUIPMENT					
ITEM		LOCATION	QTY	WT / COST	
Claw		Equipped	1	0 / 0	
Bite		Equipped	1	0 / 0	
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	0gp	
WEIGHT ALLOWANCE					
Light	75	Medium	150	Heavy	225
Lift over head	225	Lift off ground	450	Push / Drag	1125
MONEY					
					Total= 0 gp
MAGIC					
Languages					
Common					
Other Companions					
Special Abilities					
+8 to hide in tall grass or heavy undergrowth.					

Special Attacks	
<b>Curse of Lycanthropy (Su)</b>	[ My ]
Any humanoid or giant hit by a werecat's bite attack in animal or hybrid form must succeed on a DC 30 Fortitude save or contract lycanthropy.	
<b>Curse of Lycanthropy (Su)</b>	[ My ]
Any humanoid or giant hit by a weredog's bite attack in animal or hybrid form must succeed on a DC 30 Fortitude save or contract lycanthropy.	
<b>Absolute Steel</b>	[ My ]
You shift your weight to the back of your feet and hold your blade carefully forward at the ready. Your muscles twitch slightly as you prepare to dodge the next attack you face. The absolute steel stance allows you to enhance your mobility and speed. You move quickly, keep a sharp eye on your enemies, and are ready to instantly sidestep any incoming attacks. While you are in this stance, you gain a +10-foot enhancement bonus to your speed. If you move at least 10 feet during your turn, you gain a +2 dodge bonus to AC until the beginning of your next turn.	
<b>Death From Above</b>	[ 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.	
<b>Disarming Strike</b>	[ My ]
You chop at your foe's hand, causing a grievous injury and forcing him to drop his weapon. This maneuver allows you to combine a disarm attempt with a normal attack. You make a single melee attack as part of this strike. If this attack hits and deals damage, you can also attempt to disarm your opponent (PH 155). This disarm attempt does not provoke attacks of opportunity, nor is there any risk that your foe can disarm you.	
<b>Iron Heart Surge</b>	[ ToB ]
By drawing on your mental strength and physical fortitude, you break free of a debilitating state that might otherwise defeat you. Your fighting spirit, dedication, and training allow you to overcome almost anything to defeat your enemies. When you use this maneuver, select one spell, effect, or other condition currently affecting you and with a duration of 1 or more rounds. That effect ends immediately. You also surge with confidence and vengeance against your enemies, gaining a +2 morale bonus on attack rolls until the end of your next turn.	
<b>Pouncing Charge</b>	[ 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.	
<b>Punishing Stance</b>	[ My ]
You chop down violently with your weapon, lending extra force to your blows. These attacks come at a cost, as your enemies slash at your undefended legs and flanks. You hold your weapon overhead, allowing you to chop down with superior force. However, this fighting stance leaves you vulnerable to an opponent's attacks. Only an initiate of the Iron Heart tradition can manage the perilous balance between trading attack power for defense. A lesser warrior would leave himself nearly helpless to resist an opponent's attacks. While you are in this stance, you deal an extra 1d6 points of damage with all melee attacks. You also take a -2 penalty to AC, because this fighting stance emphasizes power over a defensive posture.	

<b>Rabid Bear Strike</b>	[ 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.	

Special Qualities	
<b>Afflicted Lycanthrope</b>	[ My ]
When a character contracts lycanthropy through a lycanthrope's bite (see above), no symptoms appear until the first night of the next full moon. On that night, the afflicted character involuntarily assumes animal form and forgets his or her own identity, temporarily becoming an NPC. The character remains in animal form, assuming the appropriate alignment, until the next dawn. The character's actions during this first episode are dictated by the alignment of its animal form. The character remembers nothing about the entire episode (or subsequent episodes) unless he succeeds on a DC 15 Wisdom check, in which case he becomes aware of his lycanthropic condition. Thereafter, the character is subject to involuntary transformation under the full moon and whenever damaged in combat. He or she feels an overwhelming rage building up and must succeed on a Control Shape check (see below) to resist changing into animal form. Any player character not yet aware of his or her lycanthropic condition temporarily becomes an NPC during an involuntary change, and acts according to the alignment of his or her animal form. A character with awareness of his condition retains his identity and does not lose control of his actions if he changes. However, each time he changes to his animal form, he must make a Will save (DC 15 + number of times he has been in animal form) or permanently assume the alignment of his animal form in all shapes. Once a character becomes aware of his affliction, he can now voluntarily attempt to change to animal or hybrid form, using the appropriate Control Shape check DC. An attempt is a standard action and can be made each round. Any voluntary change to animal or hybrid form immediately and permanently changes the character's alignment to that of the appropriate lycanthrope.	
<b>Afflicted Weredog</b>	[ My ]
<b>Alternate Form (Su)</b>	[ My ]
A werecat can assume a bipedal hybrid form or the form of a housecat.	
<b>Alternate Form (Su)</b>	[ My ]
A weredog can assume a bipedal hybrid form or the form of a domestic dog.	
<b>Battle Ardor (Ex)</b>	[ ToB ]
The sheer love of battle lends uncanny strength to your blows. Starting at 3rd level, you gain an insight bonus equal to your Intelligence bonus on rolls made to confirm critical hits.	
<b>Battle Clarity (Ex)</b>	[ ToB ]
You can enter a state of almost mystical awareness of the battlefield around you. As long as you are not flat-footed, you gain an insight bonus equal to your Intelligence bonus (maximum equals your warblade level) on your Reflex saves.	
<b>Cat Empathy (Ex)</b>	[ My ]
Communicate with housecats and wild cats, and +4 racial bonus on Charisma-based checks against housecats and wild cats.	
<b>Dog Empathy (Ex)</b>	[ My ]
Communicate with domesticated dogs and wild dogs, and +4 racial bonus on Charisma-based checks against domesticated and wild dogs.	
<b>Flashmorph/Multimorph (Su)</b>	[ CW ]
Flashmorph if can change at will. Multimorph if polymorph or wild shape.	
<b>Human Racial Traits (Ex)</b>	[ PH ]
4 extra skill points at 1st level and 1 extra skill point at each additional level. 1 extra feat at 1st level.	
<b>Low-Light Vision (Ex)</b>	[ PH ]
You can see 2x as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.	
<b>Maneuvers</b>	[ ToB ]
You begin your career with knowledge of three martial maneuvers. The disciplines available to you are Diamond Mind, Iron Heart, Stone Dragon, Tiger Claw, and White Raven. Once you know a maneuver, you must ready it before you can use it (see Maneuvers Readied, below). A maneuver usable by warblades 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 1-3. 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 warblade 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.	
<b>Maneuvers Readied - 4</b>	[ My ]

You can ready all three of the maneuvers you know at 1st level, but as you advance in level and learn more maneuvers, you must choose which maneuvers to ready. You ready your maneuvers by exercising for 5 minutes. The maneuvers you choose remain readied until you decide to exercise 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 practice, 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 (until you recover them, as described below). You can recover all expended maneuvers with a single swift action, which must be immediately followed in the same round with a melee attack or using a standard action to do nothing else in the round (such as executing a quick, harmless flourish with your weapon). You cannot initiate a maneuver or change your stance while you are recovering your expended maneuvers, but you can remain in a stance in which you began your turn.

**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 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.

**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.

**Stances Known** [ToB]  
You begin play with knowledge of one 1st level stance from any discipline open to warblades. At 4th, 10th, and 16th 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 are currently using 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.

**Uncanny Dodge (Ex)** [ToB]  
At 2nd level, you gain the ability to react to danger before your senses would normally allow you to do so. You retain your Dexterity bonus to AC (if any) even if you are caught flat-footed or struck by an invisible attacker. However, you still lose your Dexterity bonus to AC if you are immobilized. If you already have uncanny dodge from a different class (barbarian or rogue, for example), you automatically gain improved uncanny dodge (see below) instead.

**Weapon and Armor Proficiency** [ToB]  
You are proficient with simple and martial melee weapons (including those that can be used as thrown weapons), light and medium armor, and all shields except tower shields.

**Weapon Aptitude (Ex)** [ToB]  
Your training with a wide range of weaponry and tactics gives you great skill with particular weapons. You qualify for feats that usually require a minimum number of fighter levels (such as Weapon Specialization) as if you had a fighter level equal to your warblade level -2. For example, as a 6th-level warblade, you could take Weapon Specialization, since you're treated as being a 4th-level fighter for this purpose. These effective fighter levels stack with any actual fighter levels you have. Thus, a fighter 2/warblade 4 would also qualify for Weapon Specialization. You also have the flexibility to adjust your weapon training. Each morning, you can spend 1 hour in weapon practice to change the designated weapon for any feat you have that applies only to a single weapon (such as Weapon Focus). You must have the newly designated weapon available during your practice session to make this change. For example, if you wish to change the designated weapon for your Weapon Focus feat from greatsword to longsword, you must have a longsword available to practice with during your practice session. You can adjust any number of your feats in this way, and you don't have to adjust them all in the same way. However, you can't change the weapon choices in such a way that you no longer meet the prerequisite for some other feat you possess. For instance, if you have both Weapon Focus (longsword) and Weapon Specialization (longsword), you can't change the designated weapon for Weapon Focus unless you also change the weapon for Weapon Specialization in the same way.

With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Proficiencies

Axe (Throwing), Battleaxe, Bite, Claw, Club, Dagger, Dagger (Punching), Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Kukri, Lance, Longspear, Longsword, Lucerne Hammer, Mace (Heavy), Mace (Light), Maul, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash, Shortspear, Sickle, Spear, Spells (Touch), Spiked Armor, Strike (Unarmed), Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Warhammer

Templates

Lycanthrope (Custom)  
Werecat

Temporary Bonus

Custom Lycanthrope ~ Hybrid Form

Feats

**Iron Will (Granted)** [PH]  
You have a stronger will than normal.  
You get a +2 bonus on all Will saving throws.

**Weapon Finesse (Granted)** [PH]  
You are especially skilled at using weapons that can benefit as much from Dexterity as from Strength.

# Warblade Spells

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

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

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ Punishing Stance	Iron Heart (Stance)	1 swift action	Stance	Personal	ToB:p.69

**TARGET:** You; **EFFECT:** You chop down violently with your weapon, lending extra force to your blows. These attacks come at a cost, as your enemies slash at your undefended legs and flanks. You hold your weapon overhead, allowing you to chop down with superior force. However, this fighting stance leaves you vulnerable to an opponent's attacks. Only an initiate of the Iron Heart tradition can manage the perilous balance between trading attack power for defense. A lesser warrior would leave himself nearly helpless to resist an opponent's attacks. While you are in this stance, you deal an extra 1d6 points of damage with all melee attacks. You also take a -2 penalty to AC, because this fighting stance emphasizes power over a defensive posture.

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

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ Disarming Strike	Iron Heart (Strike)	1 standard action		Melee attack	ToB:p.67

**TARGET:** One creature; **EFFECT:** You chop at your foe's hand, causing a grievous injury and forcing him to drop his weapon. This maneuver allows you to combine a disarm attempt with a normal attack. You make a single melee attack as part of this strike. If this attack hits and deals damage, you can also attempt to disarm your opponent [PH 155]. This disarm attempt does not provoke attacks of opportunity, nor is there any risk that your foe can disarm you.

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

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ Absolute Steel	Iron Heart (Stance)	1 swift action	Stance	Personal	ToB:p.66

**TARGET:** You; **EFFECT:** You shift your weight to the back of your feet and hold your blade carefully forward at the ready. Your muscles twitch slightly as you prepare to dodge the next attack you face. The absolute steel stance allows you to enhance your mobility and speed. You move quickly, keep a sharp eye on your enemies, and are ready to instantly sidestep any incoming attacks. While you are in this stance, you gain a +10-foot enhancement bonus to your speed. If you move at least 10 feet during your turn, you gain a +2 dodge bonus to AC until the beginning of your next turn.

☐☐☐☐☐ Iron Heart Surge	Iron Heart	1 standard action	See text	Personal	ToB:p.68
<b>TARGET:</b> You; <b>EFFECT:</b> By drawing on your mental strength and physical fortitude, you break free of a debilitating state that might otherwise defeat you. Your fighting spirit, dedication, and training allow you to overcome almost anything to defeat your enemies. When you use this maneuver, select one spell, effect, or other condition currently affecting you and with a duration of 1 or more rounds. That effect ends immediately. You also surge with confidence and vengeance against your enemies, gaining a +2 morale bonus on attack rolls until the end of your next turn.					

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

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ Death From Above	Tiger Claw (Strike)	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
☐☐☐☐☐ Pouncing Charge	Tiger Claw (Strike)	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
☐☐☐☐☐ Rabid Bear Strike	Tiger Claw (Strike)	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

Lassie

RACEHuman

RACE0

AGE

Female

GENDER

Low-Light Vision

VISION

None

ALIGNMENT

Right

DOMINANT HAND

0' 0"

HEIGHT

0 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

Custom Campaign

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:  
Biography: