

Devastation Vermin

Character Name

Fighter 6, War Hulk 6

CLASS

12 (15)

66000 / 78000

Character Level (CR)

EXP/NEXT LEVEL

Player Name

Human / Aberration

RACE

0

Male

GENDER

AGE

EYES

HAIR

Points

Deity

Large / 10 ft.

SIZE / FACE

Custom Campaign

None

Region

0' 0" / 0 lbs.

HEIGHT / WEIGHT

Alignment

Darkvision (60 ft.)

VISION

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

51

+20

57

+23

DEX

Dexterity

20

+5

20

+5

CON

Constitution

26

+8

26

+8

INT

Intelligence

12

+1

12

+1

WIS

Wisdom

18

+4

18

+4

CHA

Charisma

12

+1

12

+1

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

(constitution)

+18

=

+10

+

+8

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+9

=

+4

+

+5

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+8

=

+4

+

+4

+

+0

+

+0

+

+0

+

HP

hit points

228

WOUNDS/CURRENT HP

AC

armor class

27

:

26

:

11

=

10

+

10

+

0

+

1

+

-2

+

6

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

2

INITIATIVE

modifier

+5

=

+5

+

+0

Encumbrance

Light

MISS CHANCE

35

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

0

SPELL RESIST

0

ACID RESIST

0

COLD RESIST

0

ELECT. RESIST

0

FIRE RESIST

0

SPEED

Walk 30 ft.

MELEE

attack bonus

+95/+90

=

+6/+1

+

+23

+

-2

+

+68

+

0

+

RANGED

attack bonus

+9/+4

=

+6/+1

+

+5

+

-2

+

+0

+

0

+

GRAPPLE

attack bonus

+34/+29

=

+6/+1

+

+23

+

+3

+

+2

+

+0

+

UNARMED

(nonlethal only)

TOTAL ATTACK BONUS

+95/+90

DAMAGE

1d4+92

CRITICAL

20/x2

REACH

20 ft.

Special Properties:

*Greatsword +1

HAND

TYPE

SIZE

CRITICAL

REACH

Both

S

L

19-20/x2

20 ft.

2H

To Hit

+96/+91

Dam

2d8+104

2W-OH

To Hit

null

Dam

null

*Gore

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

PS

M

20/x2

20 ft.

TOTAL ATTACK BONUS

+95

DAMAGE

2d6+92

*Deepspawn Tentacles

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

B

M

20/x2

20 ft.

TOTAL ATTACK BONUS

+95/+95

DAMAGE

1d8+92

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

*Full Plate +2 (Large)

Heavy

+10

+1

-5

35

This armor is made of shaped and fitted metal plates, must be made to measure or adjusted for cost.

TOTAL SKILLPOINTS: 60

SKILLS

MAX RANKS: 15/7.5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC. MODIFIER

✓ Appraise

INT

1

=

1

✓ Balance

DEX

0

=

5

+ -5

✓ Bluff

CHA

1

=

1

✓ Climb

STR

33

=

23

+ 15

+ -5

✓ Concentration

CON

8

=

8

✓ Craft (Untrained)

INT

1

=

1

✓ Diplomacy

CHA

1

=

1

✓ Disguise

CHA

1

=

1

✓ Escape Artist

DEX

0

=

5

+ -5

✓ Forgery

INT

1

=

1

✓ Gather Information

CHA

1

=

1

✓ Heal

WIS

4

=

4

✓ Hide

DEX

-8

=

5

+ -13

✓ Intimidate

CHA

1

=

1

✓ Jump

STR

33

=

23

+ 15

+ -5

✓ Knowledge (Untrained)

INT

1

=

1

✓ Listen

WIS

6

=

4

+ 2

✓ Move Silently

DEX

0

=

5

+ -5

✓ Ride

DEX

5

=

5

✓ Search

INT

3

=

1

+ 2

✓ Sense Motive

WIS

4

=

4

✓ Spot

WIS

6

=

4

+ 2

✓ Survival

WIS

4

=

4

✓ Swim

STR

28

=

23

+ 15

+ -10

✓ Use Rope

DEX

5

=

5

=

+

+

=

+

+

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

Character: Devastation Vermin

PCGen Character Template by Andrew Maitland (LegacyKing) and Stefan Radermacher (Zaister), based on work by Frugal, ROG, Arcady, Barak, Dimrill, & Dekker.

Player:

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Level:12 (CR:15)

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EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Greatsword +1	Equipped	1	8 / 2,350	
Gore	Equipped	1	0 / 0	
Gloves of Man	Equipped	1	0 / 42,000	
Places over the end of a limb with no hand, functions as a hand.				
Deepspawn Tentacles	Equipped	1	0 / 0	
Belt of Giant Strength +6	Equipped	1	1 / 36,000	
This wide belt is made of thick leather and studded with iron. The belt adds to the wearer's Strength score in the form of an enhancement bonus of +4 or +6. Moderate transmutation; CL 10th				
Full Plate +2 (Large)	Equipped	1	100 / 7,150	
This armor is made of shaped and fitted metal plates, must be made to measure or adjusted for cost.				
Cloak of the sea	Equipped	1	0 / 1,650	
TOTAL WEIGHT CARRIED/VALUE		116 lbs.	89,150gp	

WEIGHT ALLOWANCE					
Light	44373	Medium	88746	Heavy	133120
Lift over head	133120	Lift off ground	266240	Push / Drag	665600

MONEY	
Coin (Gold): 350[Equipped]	
Total= 350 gp	

MAGIC	
Languages	
Common, Undercommon	
Other Companions	

Special Abilities	
Despite your six arms, you do not gain extra attacks from them.	
Giant Blood (Ex) - Half-Ogres count as giants for qualifying for classes, using magic items, etc.	
Lose Spelllike Abilities	
Minotaurs get a +2 Racial Bonus to Search, Spot, and Listen	

Special Attacks	
Great Swing (Ex)	[My]
Starting at 2nd level, a war hulk is able to make a great, sweeping swing with a melee weapon. As a full-round action, the war hulk can choose three squares adjacent to one another (he must threaten all of them). His attack applies to all creatures in those squares. Make one attack roll and apply that roll as an attack against each defender. If the war hulk uses a special attack (such as disarm, trip, or sunder), this special attack affects only the first target; the other creatures are attacked normally. Walls and similar obstacles can block a great swing. Start with one square that the war hulk threatens. Each successive square chosen must be adjacent to the previous square and have line of effect from that square. Two squares separated by a wall, for instance, can't be chosen as adjacent squares for a great swing. The war hulk may skip creatures, attacking only those he wants to. For example, if there are three creatures in a row—an enemy, an ally, and another enemy—the war hulk can choose those three squares for the great swing but strike only the two enemies. If a war hulk drops one of his foes with a great swing, he may make a cleave attack normally. However, he may do so only once for every time he swings, even if he drops more than one foe.	
Mighty Rock Throwing (Ex)	[My]
Starting at 3rd level, a war hulk gains a powerful rock throwing ability. The character can throw rocks that deal 2d8 points of damage with a range increment of 50 feet. (Like all thrown weapons, they have a maximum range of five range increments.) The war hulk uses his Strength modifier instead of his Dexterity modifier on the attack roll. The rock must weigh approximately 50 pounds.	
Mighty Swing (Ex)	[My]
Starting at 4th level, a war hulk can make a mighty swing. A mighty swing is like a great swing, except that it is an attack rather than a full-round action. Thus, the character can move and make a mighty swing or (if he can make multiple attacks) make multiple mighty swings in a single round.	
Sweeping Boulder (Ex)	[My]
Starting at 6th level, a war hulk is able to throw his rocks with such force that they affect two adjacent squares. (The second square must be farther away from the war hulk than the first—they cannot be equidistant from him.) Make one attack roll and apply the result to each target. As with great swing, the war hulk must have line of effect from one square to the next.	

Special Qualities	
Aberration Type	[MM]
Aberrations eat/sleep/breathe	
Ability Boost (Ex)	[My]
+12 Strength	
Bonus Feats	[PH]
a fighter gets a bonus combat-oriented feat at 1st, 2nd and every two fighter levels thereafter	
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.	
Dungeon Crasher (Ex)	[Du]
You have traded 2 of your bonus feats (2nd and 6th level) for a +4 bonus to AC and Saves vs traps, as well as a +10 bonus to Strength checks to bypass dungeon features (doors, walls, gates, etc). Finally when bull rushing an opponent, if you push him into a wall or solid obstacle he takes 8d6+69 damage.	
Flexible Limbs	[Lom]
+2 Grapple	
Human Racial Traits (Ex)	[PH]
4 extra skill points at 1st level and 1 extra skill point at each additional level. 1 extra feat at 1st level.	
Minotaur Cunning (Ex)	[My]
+4 to escape Maze spells. Always know what direction north is.	
No Time To Think (Ex)	[My]
You are considered to have 0 ranks in Intelligence,Wisdom, and Charisma-based skills - other than Intimidate.	
Scent (Ex)	[MM]
30 ft. range This extraordinary ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell. 30' range.	
Corner Perch	[CS]
If you succeed on a Climb check to ascend or descend either a "chimney," where you can brace against opposite walls, or a corner where you can brace against perpendicular walls (PH 69), you can suspend yourself momentarily. Until the end of your next turn, you can use your hands freely for any other purpose (including attacking) without risk of falling. At the end of your next turn, you fall from the wall unless you succeed on a Climb check against the normal DC +5 (made as a move action) or you have succeeded on another Climb check to move up or down the wall as normal.	
Extreme Leap	[CS]
If you make a horizontal jump of at least 10 feet during your turn, you can spend a swift action to move an additional 10 feet on that turn.	
Leaping Climber	[CS]
If you begin a climb by making a JUMP check as a swift action, you can add the vertical distance of your jump to the distance climbed in that round. Treat the jump check as being made with a running start even if you didn't move at least 20 feet.	
Speedy Ascent	[CS]
If you succeed on a Climb check to move at least 10 feet, you can move an extra 10 feet as post of that action.	
Spells	[PH]
A sorcerer casts arcane spells. Unlike a wizard or a cleric, a sorcerer need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level.	
Tremorsense (Ex)	[My]
You can sense the location of anything touching the ground within 60'	
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).	

Feats	
Aberration Blood	[Lom]
You gain a physical feature that grants you a racial bonus on one type of check; once you select the check to which this bonus applies (as well as the corresponding feature) you cannot change it later.	
Cleave	[PH]
You can follow through with powerful blows.	
If you deal a creature enough damage to make it drop (typically by dropping it to below 0 hit points or killing it), you get an immediate, extra melee attack against another creature within reach. You cannot take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. You can use this ability 1 per round. Special: A fighter may select Cleave as one of his fighter bonus feats (see page 38).	
Deepspawn	[Lom]
Two short but powerful tentacles sprout from your waist. You gain two tentacle natural attacks.	
Improved Bull Rush	[PH]
You know how to push opponents back.	
When you perform a bull rush you do not provoke an attack of opportunity from the defender. You also gain a +4 bonus on the opposed Strength check you make to push back the defender.	
Inhuman Reach	[Lom]
Increased reach, penalty to melee	
Knockback	[RS]
By putting your bulk behind a blow, you can push your enemy backward.	
If you score a hit while you are using the Power Attack feat, you can make a free bull rush attempt against the foe you hit, applying the number by which you reduced your attack roll as a bonus on the opposed Strength check (as well as on the damage you deal). If you hit with a twohanded weapon, you can apply double that number on the opposed Strength check. Unlike standard bull rush attempts, knockback attempts don't provoke attacks of opportunity, and you don't move with the enemy you knock backward. Bull rush rules can be found on page 154 of the Player's Handbook. Special: A fighter may select Knockback as one of his fighter bonus feats (see page 38 of the Player's Handbook).	

[PH]

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.

[CW]

Gain the 3 tactical maneuvers - Directed Bull Rush, Domino Rush, Heedless Charge.

[PH]

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.

Aspergillum (Heavy), Axe (Throwing), Bash, Battle Gauntlet, Battleaxe, Blowgun, Boulder, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Dart Thruster, Darts (Barbed), Deepspawm, 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, Pick (Dire), Pick (Heavy), Pick (Light), Quarterstaff, Ranged Spell, Ranscur, Rapier, Saber, Sap, Scimitar, Scythe, Shieldbash, Shortbow, Shortspcar, 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

Face 10
Half-Minotaur
Half-Ogre(Large or Larger)
Insectile
Reach 10
Wielding With 6 Extra Hands
Wild (Wilderness Dweller)

Devastation Vermin

RACE

Human

AGE

0

AGE

GENDER

Male

GENDER

VISION

Darkvision (60 ft.)

VISION

ALIGNMENT

None

ALIGNMENT

DOMINANT HAND

Right

DOMINANT HAND

HEIGHT

0' 0"

HEIGHT

WEIGHT

0 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

Custom Campaign

REGION

DEITY

Aberration

Race Type

Race Sub Type

Description:
Biography: