

Squidge

Character Name

Fighter 12

CLASS

12/14 (13)

91000 / 105000

Character Level/ECL (CR)

EXP/NEXT LEVEL

Player Name

Human / Aberration

RACE

0

Male

AGE

GENDER

Deity

Medium / 5 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

21

+5

21

+5

HP

156

hit points

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft., Climb 30 ft.

DEX

22

+6

22

+6

AC

30

:

24

:

25

=

10

+

5

+

0

+

6

+

0

+

0

+

1

+

0

+

0

+

0

+

0

+

0

+

0

+

8

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLECTION

DODGE

Morale

Insight

Sacred

Profane

MISC

CON

16

+3

16

+3

INITIATIVE

+6

=

+6

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

MISS CHANCE

0

Arcane Spell Failure

ARMOR CHECK PENALTY

0

SPELL RESIST

0

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

INT

16

+3

16

+3

Encumbrance

Light

WIS

20

+5

20

+5

CHA

16

+3

16

+3

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

+12

=

+8

+

+3

+

+1

+

+0

+

+0

+

REFLEX

+8

=

+4

+

+6

+

+1

+

-3

+

+0

+

WILL

+10

=

+4

+

+5

+

+1

+

+0

+

+0

+

MELEE

+16/+11/+6

=

+12/+7/+2

+

+5

+

+0

+

-1

+

0

+

RANGED

+16/+11/+6

=

+12/+7/+2

+

+6

+

+0

+

-2

+

0

+

GRAPPLE

+19/+14/+9

=

+12/+7/+2

+

+5

+

+0

+

+2

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

(nonlethal only)

+16/+11/+6

1d8+5

20/x2

10 ft.

Special Properties:

\*Meteor Hammer +3

(Large/Eight Handed Modification/Wield One Step Greater No Penalty/Riverine)

HAND

Both

TYPE

S

SIZE

L

CRITICAL

20/x2

REACH

45 ft.

1H-P

+19/+14/+9

3d6+23

2W-P-(OH)

+13/+8/+3

3d6+23

1H-O

+15/+10/+5

3d6+20

2W-P-(OL)

+15/+10/+5

3d6+23

2H

+19/+14/+9

3d6+25

2W-OH

+9

3d6+20

Special Properties: Unlike most reach weapons, can be used against an adjacent foe. May be used to initiate a trip attack> If you are tripped during your own trip attempt, you may drop the weapon to avoid being tripped. +2 bonus on rolls made to disarm an opponent (including rolls to avoid being disarmed should such an attempt fail). Finesseable. While monk's are not automatically proficient with Rope Darts, they are a Monk Weapon like a Kama., Increases reach by an additional 15, Half of the Armor Class bonus from armor and shields made from riverine is a deflection bonus (round down). Being enclosed in magical force, it is immune to all damage and is unaffected by most spells. However, disintegrate immediately destroys an item made of riverine. Riverrine qualifies as a Force effect.

\*Claw

HAND

Primary

TYPE

PS

SIZE

M

CRITICAL

20/x2

REACH

10 ft.

TOTAL ATTACK BONUS

DAMAGE

+16/+16

1d4+5

\*: 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 +5

+5

+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 +5, just as though he were wearing armor. Both bracers must be worn for the magic to be effective. Moderate conjuration; CL 7th

\*Ring of Protection +1

+1

+0

0

This ring offers continual magical protection in the form of a deflection bonus of +1 to AC. Faint abjuration; CL 5th

TOTAL SKILLPOINTS: 90 (UNUSED: 90)

SKILLS

MAX RANKS: 15/7.5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

✓ Appraise

INT

3

=

3

✓ Balance

DEX

6

=

6

✓ Bluff

CHA

3

=

3

✓ Climb

STR

13

=

5

+

8

✓ Concentration

CON

3

=

3

✓ Craft (Untrained)

INT

3

=

3

✓ Diplomacy

CHA

3

=

3

✓ Disguise

CHA

3

=

3

✓ Escape Artist

DEX

6

=

6

✓ Forgery

INT

3

=

3

✓ Gather Information

CHA

3

=

3

✓ Heal

WIS

5

=

5

✓ Hide

DEX

6

=

6

✓ Intimidate

CHA

3

=

3

✓ Jump

STR

5

=

5

✓ Knowledge (Untrained)

INT

3

=

3

✓ Listen

WIS

5

=

5

✓ Move Silently

DEX

6

=

6

✓ Ride

DEX

6

=

6

✓ Search

INT

3

=

3

✓ Sense Motive

WIS

5

=

5

✓ Spot

WIS

5

=

5

✓ Survival

WIS

5

=

5

✓ Swim

STR

5

=

5

✓ Use Rope

DEX

6

=

6

=

+

+

=

+

+

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

Character: Squidge

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

Level:12 (CR:13)

Player:

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EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Strongarm Bracers	Equipped	1	1 / 6,000
Meteor Hammer +3 (Large/Eight Handed Modification/Wield One Step Greater No Penalty/Riverine)	Equipped	1	8 / 34,006
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 +5, just as though he were wearing armor. Both bracers must be worn for the magic to be effective. Moderate conjuration; CL 7th			
Bracers of Armor +5	Equipped	1	1 / 25,000
Ring of Protection +1	Equipped	1	0 / 2,000
This ring offers continual magical protection in the form of a deflection bonus of +1 to AC. Faint abjuration; CL 5th			
Claw	Equipped	1	0 / 0
Belt, Monk's	Equipped	1	1 / 13,000
This simple rope belt, when wrapped around a character's waist, confers great ability in unarmed combat. The wearer's AC and unarmed damage is treated as a monk of five levels higher. If donned by a character with the Stunning Fist feat, the belt lets her make one additional stunning attack per day. If the character is not a monk, she gains the AC and unarmed damage of a 5th-level monk. This AC bonus functions just like the monk's AC bonus. Moderate transmutation; CL 10th			
Vest of Resistance +1	Equipped	1	1 / 1,000
Skeletal Hand (Deep Spawn)	Equipped	2	0 (0) / 3,000 (6,000)
The grafted creature can use this bony hand to make claw attacks. The damage dealt is the same as that dealt by a skeleton of the creature's size., (Skeletal Hand)			
TOTAL WEIGHT CARRIED/VALUE	31.88 lbs.	87,006gp	

WEIGHT ALLOWANCE			
Light	153	Medium	306
Heavy	460		
Light over head	460	Lift off ground	920
		Push / Drag	2300

MONEY	
Coin (Gold): 994	[Equipped]
Total= 994 gp	

MAGIC	
Languages	
Common	

Other Companions	
------------------	--

Special Abilities	
Despite your six arms, you do not gain extra attacks from them.	

Special Qualities	
Aberration Type	[ MM ]
Aberrations eat/sleep/breathe	
AC Bonus (Ex)	[ PH ]
A monk is highly trained at dodging blows, and she has a sixth sense that lets her avoid even unanticipated attacks. When unarmored and unencumbered, the monk adds her Wisdom bonus (if any) to her AC. In addition, a monk gains a +1 bonus to AC at 5th level. This bonus increases by 1 for every five monk levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level). These bonuses to AC apply even against touch attacks or when the monk is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.	
Bonus Feats	[ 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+15 damage.	
Extended Overall Reach (Ex)	[ My ]
add 5' to the reach of a natural weapon	
Poor Reflexes	[ UA ]
You often zig when you should have zagged.	
Shaky	[ UA ]
You are relatively poor at ranged combat.	
Flexible Limbs	[ Lom ]
+2 Grapple	
Human Racial Traits (Ex)	[ PH ]
4 extra skill points at 1st level and 1 extra skill point at each additional level. 1 extra feat at 1st level.	

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.	
Combat Expertise	[ PH ]
You are trained at using your combat skill for defense as well as offense.	
When you use the attack action or the full attack action in melee, you can take a penalty of as much as 5 on your attack roll and add the same number as a dodge bonus to your Armor Class.	
Combat Reflexes	[ PH ]
You can respond quickly and repeatedly to opponents who let their defenses down.	
When foes leave themselves open, you may make a number of additional attacks of opportunity equal to your Dexterity bonus. You can still make only one attack of opportunity per opportunity. With this feat, you may also make attacks of opportunity while flat-footed.	
Deepsawn (Grafted)	[ My ]
you have replaced the two tentacles granted by your ancestry with one or more grafts.	
Exotic Weapon Proficiency (Rope Dart)	[ PH ]
You make attack rolls with the weapon normally. Normal: A character who uses a weapon with which he or she is not proficient takes a -4 penalty on attack rolls. Special: You can gain Exotic Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of exotic weapon. Proficiency with the bastard sword or the dwarven waraxe has an additional prerequisite of Str 13. A fighter may select Exotic Weapon Proficiency as one of his fighter bonus feats (see page 38)	
Extended Reach	[ My ]
Your flexible body allows you to reach farther than normal.	
Your body or a part of your body with which you can deliver a melee attack is boneless and flexible, allowing you to threaten a larger than normal area with melee attacks. Add +5 feet to your normal reach.	
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.	
Improved Trip	[ PH ]
You are trained not only in tripping opponents safely but also in following through with an attack.	
You do not provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed and gain a +4 bonus on your Strength check to trip your opponent. If you trip an opponent in melee combat, you immediately get a melee attack against that opponent.	
Inhuman Reach	[ Lom ]
Increased reach, penalty to melee	
Knock-Down	[ My ]
Whenever you deal 10 or more points of damage to your opponent in melee, you make a trip attack as a free action against the same target.	
Whenever you deal 10 or more points of damage to your opponent in melee, you make a trip attack as a free action against the same target.	
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 12 from all melee attack rolls and add the same number to all melee damage rolls.	
Robilar's Gambit	[ PH2 ]
By offering Robilar's Gambit, you absorb damage to be in an advantageous position. This dangerous sacrifice is not for the unfit or unwise, for one failed retaliatory strike can undo the advantage gained.	
At the start of your action, you adopt a fighting stance that exposes you to harm but allows you to take advantage of your opponents' exposed defenses as they reach in to attack you. Anyone who strikes at you gains a +4 on attack and damage rolls against you. In return, they provoke attacks of opportunity with each swing. Resolve your attack after the foe's attack.	
Shock Trooper	[ CW ]
Gain the 3 tactical maneuvers - Directed Bull Rush, Domino Rush, Heedless Charge.	
Proficiencies	
Aspergillum (Heavy), Axe (Throwing), Bash, Battle Gauntlet, Battleaxe, Blowgun, Boulder, Claw, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Dart Thruster, Darts (Barbed), Eldritch Blast, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Goblin Stick, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Ice Axe, Javelin, Katana, Kukri, Lance,	

Lance (Flight), Lance (Heavy), Longbow, Longspear, Longsword, Lucerne Hammer, Mace (Heavy), Mace (Light), Maul, Morningstar, Pick (Dire), Pick (Heavy), Pick (Light), Quarterstaff, Ranged Spell, Ranseur, Rapier, Rope Dart, Saber, Sap, Scimitar, Scythe, Shieldbash, Shortbow, Shortsppear, 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

Insectile

# Squidge

RACE

0

AGE

GENDER

Male

VISION

Darkvision (60 ft.)

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

Custom Campaign

REGION

DEITY

Aberration

Race Type

Race Sub Type

Description:  
Biography: