

Character Name Battle Dancer 5		Player Name Human / Humanoid		Deity Medium / 5 ft.		Region 0' 0" / 0 lbs.		Alignment Normal	
CLASS		RACE		SIZE / FACE		HEIGHT / WEIGHT		VISION	
5/7 (6)		21000 / 28000		Male					
Character Level/ECL (CR)		EXP/NEXT LEVEL		AGE		GENDER		EYES	
								HAIR	
								Points	

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR <small>Strength</small>	20	+5	20	+5		
DEX <small>Dexterity</small>	23	+6	23	+6		
CON <small>Constitution</small>	20	+5	20	+5		
INT <small>Intelligence</small>	16	+3	16	+3		
WIS <small>Wisdom</small>	16	+3	16	+3		
CHA <small>Charisma</small>	20	+5	20	+5		

HP <small>hit points</small>		65		WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
AC <small>armor class</small>		22		TOTAL		FLAT TOUCH		BASE ARMOR BONUS		Walk 40 ft.	
INITIATIVE <small>modifier</small>		+6		TOTAL		DEX MODIFIER		MISC MODIFIER			
Encumbrance		Light									

SAVING THROWS		TOTAL		BASE SAVE		ABILITY		MAGIC		MISC		EPIC		TEMP	
FORTITUDE <small>(constitution)</small>		+9 =		+4		+5		+0		+0		+0			
REFLEX <small>(dexterity)</small>		+7 =		+4		+6		+0		-3		+0			
WILL <small>(wisdom)</small>		+7 =		+4		+3		+0		+0		+0			

TOTAL SKILLPOINTS: 64 (UNUSED: 64)		SKILLS		MAX RANKS: 8/4	
SKILL NAME	KEY ABILITY	Skill Modifier	Ability Modifier	Ranks	Misc. Modifier
✓ Appraise	INT	3	=	3	
✓ Balance	DEX	6	=	6	
✓ Bluff	CHA	5	=	5	
✓ Climb	STR	5	=	5	
✓ Concentration	CON	5	=	5	
✓ Craft (Untrained)	INT	3	=	3	
✓ Diplomacy	CHA	5	=	5	

	TOTAL		BASE ATTACK BONUS		STAT		SIZE		MISC		EPIC		TEMP
MELEE attack bonus	+10	=	+5	+	+5	+	+0	+	+0	+	0	+	
RANGED attack bonus	+9	=	+5	+	+6	+	+0	+	-2	+	0	+	
GRAPPLE attack bonus	+10	=	+5	+	+5	+	+0	+	+0	+	+0	+	

UNARMED (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+6	1d8+5	20/x2	5 ft.
Special Properties:				

*Claw		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	PS	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+10		1d6+5				

*Tentacle		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	PS	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+10/+10		1d6+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.

The diagram illustrates the sequence of checks for the **Walk 40 ft.** action. It is organized into three main sections: **SUBDUAL DAMAGE**, **DAMAGE REDUCTION**, and **SPEED**.

SUBDUAL DAMAGE: This section includes checks for **ARMOR BONUS** (0), **SHIELD BONUS** (0), **STAT** (6), **SIZE** (0), and **NATURAL ARMOR** (0). These are summed together.

DAMAGE REDUCTION: This section includes checks for **DEFLECTION** (0), **DODGE** (0), and **Morale** (0). These are summed together.

SPEED: This section includes checks for **Insight** (0), **Sacred** (0), **Profane** (0), and **MISC** (6). These are summed together.

The final result of the **Walk 40 ft.** action is **6**.

TOTAL SKILLPOINTS: 64 (UNUSED: 64)		SKILLS			MAX RANKS: 8/4	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Appraise	INT	3	= 3		
✓	Balance	DEX	6	= 6		
✓	Bluff	CHA	5	= 5		
✓	Climb	STR	5	= 5		
✓	Concentration	CON	5	= 5		
✓	Craft (Untrained)	INT	3	= 3		
✓	Diplomacy	CHA	5	= 5		
✓	Disguise	CHA	5	= 5		
✓	Escape Artist	DEX	6	= 6		
✓	Forgery	INT	3	= 3		
✓	Gather Information	CHA	5	= 5		
✓	Heal	WIS	3	= 3		
✓	Hide	DEX	6	= 6		
✓	Intimidate	CHA	5	= 5		
✓	Jump	STR	9	= 5		+ 4
✓	Knowledge (Untrained)	INT	3	= 3		
✓	Listen	WIS	3	= 3		
✓	Move Silently	DEX	6	= 6		
✓	Ride	DEX	6	= 6		
✓	Search	INT	3	= 3		
✓	Sense Motive	WIS	3	= 3		
✓	Spot	WIS	3	= 3		
✓	Survival	WIS	3	= 3		
✓	Swim	STR	5	= 5		
✓	Use Rope	DEX	6	= 6		
				=	+	+
				=	+	+

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

EQUIPMENT					
ITEM		LOCATION	QTY	WT / COST	
Claw		Equipped	1	0 / 0	
Tentacle		Equipped	1	0 / 0	
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	0gp	
WEIGHT ALLOWANCE					
Light	133	Medium	266	Heavy	400
Lift over head	400	Lift off ground	800	Push / Drag	2000
MONEY					
					Total= 0 gp
MAGIC					
Languages					
Common					
Other Companions					
Special Attacks					
Claw You gain two additional claw attacks					[My]
Multiweapon Fighting (Ex) You gain the Two-Weapon Fighting feat.					[My]
Special Qualities					
AC Bonus (Ex) A Battle Dancer is highly trained at dodging blows, and she has a sixth sense that lets her avoid even unanticipated attacks. When unarmored and unencumbered, the Battle Dancer adds her Charisma bonus (if any) to her AC. In addition, a Battle Dancer gains a +1 bonus to AC at 5th level. This bonus increases by 1 for every five BattleDancer 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 BattleDancer 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 +6, LEVEL = 5, STAT = 5					[My]
Bonus Speed (Ex) The battle dancer moves with speed and agility earned through countless hours of practice, physical training, and study of the precise, fluid movements of her battle dances. She gains a +10- foot bonus to speed at 4th level. She gains additional +10-foot bonuses at 10th level and 16th level.					[My]
Claws of The Wyrms (Unbound) You gain a claw attack					[My]
Dance of Reckless Bravery (Su) A 2nd-level battle dancer with 5 ranks in Tumble gains the ability to inspire bravery in her allies. All of the battle dancer's allies within 30 feet of her gain a +4 bonus on saves against fear effects for a number of rounds equal to 5 + the battle dancer's Charisma modifier. The battle dancer can use this ability only when she is within an opponent's threatened area. It requires a move action that does not provoke an attack of opportunity.					[My]
Dance of The Vexing Snake (Su) A 5th-level battle dancer with 8 ranks in Tumble gains the ability to dodge her opponent's blows with her sudden, unpredictable maneuvers. She can use the Tumble skill to move at her normal speed without penalty, and she can Tumble a distance up to her current speed.					[My]
Dragonblood Subtype If a race possesses the dragonblood subtype, it has a strong affinity to dragons-which means that spells, effects, powers, and abilities that affect or target dragons also affect it. The subtype qualifies a creature to use magic items normally only usable by dragons, and qualifies the creature to take feats that have the subtype as a prerequisite. The dragonblood subtype also makes creatures subject to harmful effects that affect dragons. The dragonblood subtype does not confer the dragon type or any traits associated with that type. For instance, it does not give a creature frightful presence. Dragons automatically qualify for any classes, prestige classes, racial substitution levels, feats, powers, or spells that require the dragonblood subtype. Races presented in this book that have the dragonblood subtype include dragonborn, spellscale, kobold, and draconic creatures. Should a creature acquire the dragon type, it loses the dragonblood subtype.					[RDr]
Poor Reflexes You often zig when you should have zagged.					[UA]
Shaky You are relatively poor at ranged combat.					[UA]
Human Racial Traits (Ex) 4 extra skill points at 1st level and 1 extra skill point at each additional level. 1 extra feat at 1st level.					[PH]
Feats					
Shape Soulmeld You gain the ability to shape a single soulmeld. When this feat is selected, choose a soulmeld from any class's soulmeld list. You can shape that soulmeld using the normal meldshaping rules (see page 49). Once chosen, the soulmeld granted by this feat can never be changed. Your meldshaper level for this soulmeld is equal to one-half your character level. If you have essentia, you can invest essentia in the soulmeld as normal. See Table 2-1:					[MoI]

Essentia Capacity on page 19 to determine the soulmeld's essentia capacity. If you have the ability to bind a soulmeld to a chakra, you can bind this soulmeld to any chakra available to you (as long as the soulmeld can be bound to that chakra). Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, choose a new soulmeld.

Improved Unarmed Strike

[Book of Vile Darkness, p.96]

You are skilled at fighting while unarmed.
You are considered to be armed even when unarmed. However, you still get an attack of opportunity against any opponent who makes an unarmed attack on you. In addition, your unarmed strikes can deal lethal or nonlethal damage, at your option.

Multiweapon Fighting (Granted)

[UR]

Penalties for fighting with multiple weapons are reduced by 2 with the primary hand and reduced by 6 with off hands. Normal: A creature without this feat takes a -6 penalty on attacks made with its primary hand and a -10 penalty on attacks made with its off hands. (It has one primary hand, and all the others are off hands.) See Two-Weapon Fighting, page 160 of the Player's Handbook.

Proficiencies
Claw, Tentacle
Templates
Obah-Blessed (Two Extra Arms)

TIMES=1+(TL/5) Spell-like Abilities

☐Feather Fall (DC:10)

TIMES=1+(TL/5) Spell-like Abilities					
Name	School	Time	Duration	Range	Source
☐ Feather Fall	Transmutation [Air Shugenja]	1 free action	Until landing or 5 rounds	Close (35 ft.)	PH:p.229
<p>[V] TARGET: 5 Medium or smaller freefalling objects or creatures, no two of which may be more than 20 ft. apart; EFFECT: The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a mere 60 feet per round [equivalent to the end of a fall from a few feet], and the subjects take no damage upon landing while the spell is in effect. However, when the spell duration expires, a normal rate of falling resumes. The spell affects one or more Medium or smaller creatures [including gear and carried objects up to each creature's maximum load] or objects, or the equivalent in larger creatures: A Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as two Large creatures or objects, and so forth. You can cast this spell with an instant utterance, quickly enough to save yourself if you unexpectedly fall. Casting the spell is a free action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round. You may even cast this spell when it isn't your turn. This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item the object does half normal damage based on its weight, with no bonus for the height of the drop. Feather fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature. [SR:Yes (object); DC:10, Will negates (harmless) or Will negates (object)]</p> <p>* =Domain/Speciality Spell</p>					

Slamdance

RACE

0

AGE

GENDER

Male

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: