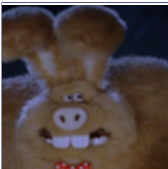


Harvey "Big Chungus"
The Moon Rabbit

Character Name: Harvey "Big Chungus" The Moon Rabbit
Player Name: Bahamut
Deity: None
Region: Chaotic Good
Alignment: Chaotic Good
Battle Dancer 9, Warshaper 3
CLASS: Battle Dancer 9, Warshaper 3
RACE: Hengeyokai / Fey
SIZE / FACE: Large / 10 ft.
HEIGHT / WEIGHT: 76' 6" / 400 lbs.
VISION: Darkvision (120 ft.), Low-Light Vision
Character Level (CR): 12 (18)
EXP/NEXT LEVEL: 66000 / 78000
AGE: 0
GENDER: Male
EYES: Brown
HAIR: Brown, Fuzzy
Points: Vision



ABILITY NAME: STR, DEX, CON, INT, WIS, CHA
BASE SCORE, BASE MOD, ABILITY SCORE, ABILITY MOD, TEMP SCORE, TEMP MOD
HP: 216
AC: 37
INITIATIVE: +2
Encumbrance: Light
SAVING THROWS: FORTITUDE, REFLEX, WILL
TOTAL, BASE SAVE, ABILITY, MAGIC, MISC, EPIC, TEMP

MELEE attack bonus: +23/+18/+13
RANGED attack bonus: +11/+6/+1
GRAPPLE attack bonus: +28/+23/+18
TOTAL, BASE ATTACK BONUS, STAT, SIZE, MISC, EPIC, TEMP

UNARMED (nonlethal only)
TOTAL ATTACK BONUS: +19/+14/+9
DAMAGE: 8d8+14
CRITICAL: 20/x2
REACH: 20 ft.
Special Properties:

*Claws
HAND: Primary
TYPE: M
SIZE: 20/x2
CRITICAL: 20 ft.
TOTAL ATTACK BONUS: +23/+23
DAMAGE: 6d6+14

*Battlefist (Might Arms/Large/Adamantine)
HAND: Primary
TYPE: B
SIZE: L
CRITICAL: none/x0
REACH: 20 ft.
TOTAL ATTACK BONUS: +24/+19/+14
DAMAGE: 8d8+15

Special Properties: Increase Slam damage (to 1d8 for medium creatures). Monks wearing a battlefist deal unarmed damage as if one size larger, and may add their slam damage to their unarmed damage., Ignore 20 hardness

*Slam
HAND: Primary
TYPE: B
SIZE: M
CRITICAL: 20/x2
REACH: 20 ft.
TOTAL ATTACK BONUS: +23
DAMAGE: 8d6+14

*: 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
*Ring of Protection +3
This ring offers continual magical protection in the form of a deflection bonus of +3 to AC. Faint abjuration; CL 5th
*Monk's Belt, Battle Dancer

WOUNDS/CURRENT HP
SUBDUAL DAMAGE
DAMAGE REDUCTION: 15/cold iron; 3/Adamantine
SPEED: Walk 65 ft.
TOTAL SKILLPOINTS: 99 (UNUSED: 81)
SKILLS: Appraise, Balance, Bluff, Climb, Concentration, Craft (Untrained), Diplomacy, Disguise, Escape Artist, Forgery, Gather Information, Heal, Hide, Intimidate, Jump, Knowledge (Untrained), Listen, Move Silently, Ride, Search, Sense Motive, Spot, Survival, Swim, Tumble, Use Rope

Table with 5 columns: SKILL NAME, KEY ABILITY, SKILL MODIFIER, ABILITY MODIFIER, RANKS, MISC MODIFIER. Rows include various skills like Appraise, Balance, Bluff, Climb, Concentration, etc.

*Gore	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	PS	M	20/x2	20 ft.
TOTAL ATTACK BONUS	DAMAGE				
+23	3d6+14				

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Bracelet of Mighty Wallop	Equipped	2	1 (2) / 4,000 (8,000)	
These bracers cast Mighty Wallop on a single bludgeoning weapon you wield.				
Claws	Equipped	1	0 / 0	
Battlefist (Might Arms/Large/Adamantine)	Equipped	1	12 / 5,600	
Increase Slam damage (to 1d8 for medium creatures). Monks wearing a battlefist deal unarmed damage as if one size larger, and may add their slam damage to their unarmed damage., Ignore 20 hardness				
Slam	Equipped		0 / 0	
Ring of Protection +3	Equipped	1	0 / 18,000	
This ring offers continual magical protection in the form of a deflection bonus of +3 to AC. Faint abjuration; CL 5th				
Gore	Equipped	1	0 / 0	
Monk's Belt, Battle Dancer	Equipped	1	1 / 13,000	
Shirt of Ironskin	Equipped	1	10 / 15,000	
Mighty Arms	Equipped	1	0 / 10,000	
Can be mounted with Warforged components that attach to the hand, such as a Battlefist				
Fanged Ring	Equipped	1	0 / 10,000	
Grants "Improved Unarmed Strike and Improved Natural Attack (Unarmed Strike). When you score a critical hit with an unarmed strike, deal 1 point of constitution damage"				
Unlimited Chronocharm of the Horizon Walker	Equipped	1	0 / 2,500	
Spend a Swift action to move up to your movement, (Chronocharm of the Horizon Walker)				
Truedeath Crystal (Lesser)	Equipped	1	0 / 5,000	
This amethyst is carved in the shape of a skull. Its paired weapon deals an extra 1d6 damage to undead and has the ghost touch ability.				
TOTAL WEIGHT CARRIED/VALUE		25 lbs.	87,100gp	

WEIGHT ALLOWANCE					
Light	3200	Medium	6400	Heavy	9600
Lift over head	9600	Lift off ground	19200	Push / Drag	48000

MONEY
Total= 0 gp [Unspent Funds = 900 gp]

MAGIC

Languages
Common, Giant, Hengeyokai

Other Companions

Special Abilities
Giant Blood (Ex) - Half-Ogres count as giants for qualifying for classes, using magic items, etc.
Lose Spelllike Abilities
Magical Knack (Ex) - Use all spelllike abilities at +1 caster level (NOT IMPLEMENTED)
Minotaurs get a +2 Racial Bonus to Search, Spot, and Listen
SPell Like Abilities
You may roll Spellcraft and Knowledge (Arcana) untrained.

Special Attacks	
Battlefist	[My]
Dancer's Strike (magic) (Su)	[My]
The magic of the battle dancer's arcane maneuvers allows her to manifest auras of energy around her feet and hands. These auras can defeat an opponent's damage reduction. The battle dancer can generate this aura as a standard action at will. It persists for a number of rounds equal to 5 + the battle dancer's Charisma modifier before it fades.	
Improved Grab (Ex)	[SS]
If a feral creature hits an opponent that is at least one size category smaller than itself with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can rake if it has that ability (see below). Alternatively, it has the option to conduct the grapple normally, or simply use its claw to hold the opponent (-20 penalty on grapple check, but the feral creature is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals claw damage. See the Monster Manual for additional rules.	
Mighty Arms Slam Attack (Large)	[My]
Pounce (Ex)	[SS]
If a feral creature leaps upon a foe during the first round of combat, it can make a full attack even though it has already moved.	
Rake (Ex)	[SS]
A feral creature that gets a hold can make two rake attacks at its full melee attack bonus with its hind legs. Each successful attack does normal claw damage for that size of feral creature, plus 1/2 its Strength bonus (rounded down) (+7). If the feral creature pounces on an opponent, it can also rake.	
Rend (Ex)	[SS]

A feral creature that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals double the appropriate claw damage for that size feral creature, plus double the Strength modifier.
--

Special Qualities	
AC Bonus (Ex)	[My]
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 +9, LEVEL = 14, STAT = 7	
Alternate Form (Su)	[My]
You may change forms Times per day taking either humanoid, hybrid, or animal form. This is a full round action that provokes an attack of opportunity. Your animal form is a normal animal of small or smaller size. This functions like the Polymorph spell. When assuming animal form, your equipment merges with your body and becomes nonfunctional. You have low-light vision and the supernatural ability to communicate with others of your kind. You have the size, speed, AC, and damage rating from the table "Hengeyokai Alternate Forms" You get +10 to disguise checks to disguise yourself as the animal you are transformed into. In hybrid form you retain the low-light vision and the ability to speak with animals of your kind, but retain your humanoid attributes, modified depending on your form. Equipment is not absorbed when tranforming into hybrid form.	
Bonus Speed (Ex)	[My]
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.	
Dance of Reckless Bravery (Su)	[My]
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.	
Dance of The Floating Step (Su)	[My]
The battle dancer moves with such grace and speed that she can dance across water. An 8th-level battle dancer with 11 ranks in Tumble can cross the surface of a liquid, such as water or magma, without taking damage or sinking below the surface. If she ends her movement on such a liquid, she takes damage and sinks as normal. The battle dancer must begin her movement on a stable, firm surface.	
Dance of The Vexing Snake (Su)	[My]
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.	
Darkvision (Ex)	[PH]
Range 120 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 ilussions 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.	
Darkvision Vision (Ex)	[My]
You gain Darkvision 60'.	
Fast Healing 5	[MM]
Fey Type	[MM]
Fey eat/sleep/breathe	
Hare	[My]
Your alternate form is that of a Hare	
Iron Vulnerability (Ex)	[My]
Iron and steel cause 1 point of damage to a mere touch. Iron or steel weapons deal +1d6 damage against you. If you have DR that would protect against this damage, it does apply (for instance, the damage from steel would be prevented by DR/Cold Iron)	
Low-Light Vision (Ex)	[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.	
Mighty Wallop Enhancement (Slam)	[My]
You increase the damage done by a bludgeoning Weapon weapon.	
Mighty Wallop Enhancement (Unarmed Strike)	[My]
You increase the damage done by a bludgeoning Weapon weapon.	
Minotaur Cunning (Ex)	[My]
+4 to escape Maze spells. Always know what direction north is.	
Morphic Body (Su)	[CW]
+4 TO Str and Con	
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 (Claws, Gore, Slam)	[My]
You increase the damage done by a natural weapon.	
Morphic Weapon Enhancement (Unarmed Strike)	[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.	
None (Ex)	[My]
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.	
Summer's Caress (Su)	[My]
You are constantly surrounded by a Magic Circle of Nature, which functions like Magic Circle Against Evil, except that it protects form all creatures of any alignment, except animal, beast, fey, or magical beast. Caster level is equal to your total level.	

Feats	
Improved Natural Attack (Claws, Slam)	[My]
Choose one of the creature's natural attack forms. The damage for this natural weapon increases by one step, as if the creature's size had increased by one category: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.	
Snap Kick	[ToB]
You have continued to hone your unarmed combat skills, and you deal more damage with your unarmed strikes.	
When you make a melee attack with one or more melee weapons (including a standard attack, full attack, or even a strike maneuver), you can make an additional attack at your highest attack bonus. This attack is an unarmed attack that deals damage equal to your base unarmed attack damage + 1/2 your Str bonus. You take a -2 penalty on all attack rolls you make this round.	
Superior Unarmed Strike	[My]
This is Superior Unarmed Strike that correctly interacts with the BattleDancer class.	
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.	
Improved Natural Attack (Unarmed Strike) (Granted)	[My]
Choose one of the creature's natural attack forms. The damage for this natural weapon increases by one step, as if the creature's size had increased by one category: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.	
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.	

Proficiencies
Claws, Gore, Slam
Templates
Face 10
Feral Creature
Half-Minotaur (Large or Larger)
Half-Ogre(Medium Or Smaller)
Magic Blooded (Spark)
Primordial giant
Reach 10
Unseelie Fey
Wild (Wilderness Dweller)

Innate

- ☐Detect Magic
- ☐Nystul's Magic Aura (DC:10)
- ☐Read Magic

Innate Racial Spells

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> Detect Magic	Divination [Antimagic Domain, Divination I]	1 standard action	Concentration, up to 12 minutes [D]	60 ft.	PH:p.219
[V, S] TARGET: Cone-shaped emanation; EFFECT: You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of magical auras. 2nd Round: Number of different magical auras and the power of the most potent aura. 3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. [Make one check per aura; DC 15 + spell level, or 15 + half caster level for a nonspell effect.] Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras. Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level. If an aura falls into more than one category, detect magic indicates the stronger of the two. ----- Aura Power ----- Spell or Object Faint Moderate Strong Overwhelming Functioning spell [spell level] 3rd or lower 4th-6th 7th-9th 10th+ [deity-level] Magic item [caster level] 5th or lower 6th-11th 12th-20th 21st+ [artifact] Lingerin Aura: A magical aura lingers after its original source dissipates [in the case of a spell] or is destroyed [in the case of a magic item]. If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim [even weaker than a faint aura]. How long the aura lingers at this dim level depends on its original power: Original Strength Duration of Lingerin Aura Faint 1d6 rounds Moderate 1d6 minutes Strong 1d6x10 minutes Overwhelmin 1d6 days Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. Detect magic can be made permanent with a permanency spell. [SR:No]					
<input type="checkbox"/> Nystul's Magic Aura	Illusion (Glamer)	1 standard action	12 days [D]	Touch	PH:p.257
[V, S, F] TARGET: One touched object weighing up to 60 lbs; EFFECT: You alter an item's aura so that it registers to detect spells [and spells with similar capabilities] as though it were nonmagical, or a magic item of a kind you specify, or the subject of a spell you specify. If the object bearing magic aura has identify cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds on a Will save. Otherwise, he believes the aura and no amount of testing reveals what the true magic is. If the targeted item's own aura is exceptionally powerful [if it is an artifact, for instance], magic aura doesn't work. Note: A magic weapon, shield, or suit of armor must be a masterwork item, so a sword of average make, for example, looks suspicious if it has a magical aura. Focus: A small square of silk that must be passed over the object that receives the aura. [SR:No; DC:10, None; see text]					
<input type="checkbox"/> Read Magic	Divination	1 standard action	120 minutes	Personal	PH:p.269
[V, S, F] TARGET: You; EFFECT: By means of read magic, you can decipher magical inscriptions on objects-books, scrolls, weapons, and the like-that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page [250 words] per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check [DC 10 + spell level]. Read magic can be made permanent with a permanency spell. Focus: A clear crystal or mineral prism. [SR:No]					
* =Domain/Speciality Spell					

Harvey "Big Chungus" The Moon Rabbit

Hengeyokai
RACE
0
AGE
Male
GENDER
Darkvision (120 ft.), Low-Light Vision
VISION
Chaotic Good
ALIGNMENT
Right
DOMINANT HAND
76' 6"
HEIGHT
400 lbs.
WEIGHT
Brown
EYE COLOUR
Fuzzy
SKIN COLOUR
Brown, Fuzzy
HAIR / HAIR STYLE
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION
Bahamut
DEITY
Fey
Race Type

Race Sub Type

Description:
Biography:

