

Shadlowlands Jones

Character Name

Fighter (Thug) 5, Lasher 7

CLASS

12/14 (18)69000 / 105000

Character Level/ECL (CR)

EXP/NEXT LEVEL

Player Name

Human / Monstrous Humanoid

Deity

Medium / 5 ft.

Region

0' 0" / 0 lbs.

Alignment

Darkvision (120 ft.)

RACE

0

Male

AGE

HAIR

Points

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

29

+9

29

+9

DEX

16

+3

16

+3

CON

24

+7

24

+7

INT

8

-1

8

-1

WIS

16

+3

16

+3

CHA

12

+1

12

+1

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

+10

=

+6

+

+7

+

+0

+

-3

+

+0

+

REFLEX

+9

=

+6

+

+3

+

+0

+

+0

+

+0

+

WILL

+6

=

+3

+

+3

+

+0

+

+0

+

+0

+

HP

hit points

204

WOUNDS/CURRENT HP

AC

armor class

29

FLAT

26

TOUCH

13

=

10

+

10

+

0

+

3

+

0

+

6

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

INITIATIVE

modifier

+3

=

+3

+

+0

Encumbrance

Light

SUBDUAL DAMAGE

DAMAGE REDUCTION

8/adamantine

SPEED

Walk 55 ft.

MISS CHANCE

15

Arcane Spell Failure

ARMOR CHECK PENALTY

-1

SPELL RESIST

0

NATURAL ARMOR

ACID RESIST

10

COLD RESIST

ELECT. RESIST

FIRE RESIST

TOTAL SKILLPOINTS: 106

MAX RANKS: 15/7.5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

✓ Appraise

INT

-1

=

-1

✓ Balance

DEX

4

=

3

+

1

✓ Bluff

CHA

9

=

1

+

8

✓ Climb

STR

23

=

9

+

15

+

-1

✓ Concentration

CON

7

=

7

✓ Craft (Leatherworking)

INT

4

=

-1

+

5

✓ Craft (Untrained)

INT

-1

=

-1

✓ Diplomacy

CHA

3

=

1

+

2

✓ Disguise

CHA

1

=

1

✓ Disguise (Act in character)

CHA

3

=

1

+

2

✓ Escape Artist

DEX

2

=

3

+

-1

✓ Forgery

INT

-1

=

-1

✓ Gather Information

CHA

1

=

1

✓ Heal

WIS

3

=

3

✓ Hide

DEX

14

=

3

+

4

+

7

✓ Intimidate

CHA

11

=

1

+

8

+

2

✓ Jump

STR

18

=

9

+

9

✓ Knowledge (Untrained)

INT

-1

=

-1

✓ Listen

WIS

3

=

3

✓ Move Silently

DEX

11

=

3

+

3

+

5

✓ Ride

DEX

3

=

3

✓ Search

INT

-1

=

-1

✓ Sense Motive

WIS

3

=

3

✓ Sleight of Hand

DEX

19

=

3

+

15

+

1

✓ Spot

WIS

3

=

3

✓ Survival

WIS

3

=

3

✓ Swim

STR

7

=

9

+

-2

✓ Tumble

DEX

17

=

3

+

15

+

-1

✓ Use Rope

DEX

5

=

3

+

2

=

+

+

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

Conditional Save Modifiers:

Cold Resistance 10

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

+21/+16/+11

=

+12/+7/+2

+

+9

+

+0

+

+0

+

0

+

RANGED

attack bonus

+13/+8/+3

=

+12/+7/+2

+

+3

+

+0

+

-2

+

0

+

GRAPPLE

attack bonus

+21/+16/+11

=

+12/+7/+2

+

+9

+

+0

+

+0

+

+0

+

UNARMED

(nonlethal only)

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+21/+16/+11

1d3+9

20/x2

5 ft.

Special Properties:

*Whip-dagger +1 (Morphing/Whirling)

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

S

M

19-20/x2

15 ft.

To Hit

Dam

To Hit

Dam

1H-P

+23/+18/+13

1d6+10

2W-P-(OH)

+17/+12/+7

1d6+10

1H-O

+19/+14/+9

1d6+5

2W-P-(OL)

+19/+14/+9

1d6+10

2H

+23/+18/+13

1d6+14

2W-OH

+13

1d6+5

Special Properties: A character who takes the Exotic Weapon Proficiency (whip) feat is also proficient in the whip-dagger. Other than damage values and the fact that Whip-daggers deal real damage rather than subdual (and thus are not prevented from dealing damage by armor and natural armor as whips are) they are treated identically to whips., You can reshape this weapon into any other sort of melee weapon as a standard action., Has 3 charges/day. When activated allows you to make 1 melee attack at your best attack bonus for all opponents within reach.

*Claws

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

M

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+21/+21

1d8+9

*Whip +1 (Merciful)

HAND

TYPE

SIZE

CRITICAL

REACH

Off-hand

S

M

20/x2

15 ft.

To Hit

Dam

To Hit

Dam

1H-P

+23

1d3+10

2W-P-(OH)

+17

1d3+10

1H-O

+19

1d3+5

2W-P-(OL)

+19

1d3+10

2H

+23

1d3+14

2W-OH

+13

1d3+5

Special Properties: NonLethal damage, no effect on AC bonus +1 or Natural AC +3, 15 foot reach. Trip attack. +2 bonus to disarm opponent, deals extra 1d6 damage,deals subdual damage unless otherwise desired

*: 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

*Breastplate +5 (Mithral)

Light

+10

+5

-1

15

A breastplate covers your front and your back. It comes with a helmet and greaves (plates to cover your lower legs). A light suit or skirt of studded leather beneath the breastplate protects your limbs without restricting movement much., 30hp/inch and 15 hardness

EQUIPMENT					
ITEM		LOCATION	QTY	WT / COST	
Continuous Collar of Umbral Metamorphosis		Equipped	1	1 / 22,000	
Whip-dagger +1 (Morphing/ Whirling)		Equipped	1	3 / 18,325	
A character who takes the Exotic Weapon Proficiency (whip) feat is also proficient in the whip-dagger. Other than damage values and the fact that Whip-daggers deal real damage rather than subdual (and thus are not prevented from dealing damage by armor and natural armor as whips are) they are treated identically to whips., You can reshape this weapon into any other sort of melee weapon as a standard action., Has 3 charges/day. When activated allows you to make 1 melee attack at your best attack bonus for all opponents within reach.					
Claws		Equipped	1	0 / 0	
Whip +1 (Merciful)		Equipped	1	2 / 8,301	
NonLethal damage, no effect on AC bonus +1 or Natural AC +3, 15 foot reach. Trip attack. +2 bonus to disarm opponent, deals extra 1d6 damage,deals subdual damage unless otherwise desired					
Breastplate +5 (Mithral)		Equipped	1	15 / 29,200	
A breastplate covers your front and your back. It comes with a helmet and greaves (plates to cover your lower legs). A light suit or skirt of studded leather beneath the breastplate protects your limbs without restricting movement much., 30hp/inch and 15 hardness					
Bag of Holding Type IV		Equipped	1	60 / 10,000	
This appears to be a common cloth sack about 2 feet by 4 feet in size. The bag of holding opens into a nondimensional space: Its inside is larger than its outside dimensions. Regardless of what is put into the bag, it weighs 60lbs and its contents can be up to 1,500lbs and 250 cubic feet. If the bag is overloaded, or if sharp objects pierce it (from inside or outside), the bag ruptures and is ruined. All contents are lost forever. If a bag of holding is turned inside out, its contents spill out, unharmed, but the bag must be put right before it can be used again. If living creatures are placed within the bag, they can survive for up to 10 minutes, after which time they suffocate. Retrieving a specific item from a bag of holding is a move action - unless the bag contains more than an ordinary backpack would hold, in which case retrieving a specific item is a full-round action. If a bag of holding is placed within a portable hole (DMG 264), a rift to the Astral Plane is torn in the space: Bag and hole alike are sucked into the void and forever lost. If a portable hole is placed within a bag of holding, it opens a gate to the Astral Plane: The hole, the bag, and any creatures within a 10-foot radius are drawn there, destroying the portable hole and bag of holding in the process. Moderate conjuration; CL 9th					
TOTAL WEIGHT CARRIED/VALUE			84.48 lbs.	87,826gp	
WEIGHT ALLOWANCE					
Light	466	Medium	933	Heavy	1400
Lift over head	1400	Lift off ground	2800	Push / Drag	7000
MONEY					
Coin (Gold): 174[Equipped]					Total= 174 gp
MAGIC					
Languages					
Common					
Other Companions					
Special Abilities					
Lose Spelllike Abilities					
Special Attacks					
Close Combat		[My]			
You may attack with a whip while threatened without provoking an attack of opportunity.					
Crack of Fate		[My]			
When using a whip/whip dagger in a full attack, you may make an extra attack with it at your highest attack bonus, but all attacks this turn are at -2.					
Improved Disarm		[My]			
You gain the benefits of the Improved Disarm feat when using a whip or whip-dagger.					
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.					
Improved Trip		[My]			
You gain the benefits of the Improved Trip feat when using a whip or whip-dagger.					
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) (+4). 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.					
Sneak Attack +3d6		[PH]			
+3d6					
Stunning Snap		[My]			
A lasher can use a whip or whip dagger to stun a creature instead of inflicting subdual or normal damage. The lasher can use this ability once per round, but no more than once per level per day. The lasher must declare she is using a stun					

attack before making an attack roll. [A missed attack roll ruins the attempt.] A foe struck by a whip or whip dagger must make a Fortitude saving throw [DC 10 + the lasher's level + Strength modifier], in addition to receiving normal damage [subdual or standard]. If the saving throw fails, the opponent is stunned for one round. A stunned character cannot act and loses any Dexterity bonus to AC, while attackers get a +2 bonus on attack rolls against a stunned opponent. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned by the lasher's stunning attack.	
Whip Lash	[My]
You now threaten squares within your natural reach with your whip.	
Whip Sneak Attack +2d6	[My]
You may sneak attack with a whip, or whip dagger. You may choose to cause sudual damage if not using a whip.	
Wound	[My]
You may choose to deal real or subdual damage with a whip(not whip dagger), and damage creatures with +1 Armor bonus or +3 Natural Armor when doing real damage.	

Special Qualities	
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 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.	
Extraplanar Subtype	[MM]
A subtype applied to any creature when it is on a plane other than its native plane. A creature that travels the planes can gain or lose this subtype as it goes from plane to plane. Monster entries assume that encounters with creatures take place on the Material Plane, and every creature whose native plane is not the Material Plane has the extraplanar subtype (but would not have when on its home plane). Every extraplanar creature in this book has a home plane mentioned in its description. Creatures not labeled as extraplanar are natives of the Material Plane, and they gain the extraplanar subtype if they leave the Material Plane. No creature has the extraplanar subtype when it is on a transitive plane, such as the Astral Plane, the Ethereal Plane, and the Plane of Shadow.	
Fast Healing 5	[MM]
Meager Fortitude	[UA]
You are sickly and weak of stomach.	
Shaky	[UA]
You are relatively poor at ranged combat.	
Hide in Plain Sight (Ex)	[MM]
Use the Hide skill even while being observed (except in natural daylight, the area of a daylight spell, or a similar effect).	
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.	
Lashing Whip	[My]
+2 damage with whips and whip daggers.	
Monstrous Humanoid Type	[MM]
Monstrous Humanoids eat/sleep/breathe	
Resistance to Cold (Ex)	[MM]
You may ignore 10 points of Cold damage each time you take Cold damage	
Mosquito's Bite	[CS]
If you use a light weapon to hit a flat-footed opponent, you can choose to have the opponent not realize that it has been hit until the start of your next turn. Instead , that opponent reacts as if you had attacked and missed.	
Acrobatic Backstab	[CS]
If you succeed on a Tumble check t move tthrough an enemy's space, you can treat that enemy as flat-footed against the next melee attack you make against it on your current turn.	
Back on Your Feet	[CS]
If you fall prone for any reason, you can stand up as an immediate action without provoking attacks of opportunity.	
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.	
Superior Low-Light Vision	[MM]
Third Hand	[My]
Use your whip to perf orm actions. Make an attack roll aggainst a relevant DC. Whip daggers automatically damage wrapped objects. Usually a stanard action, or move equivalent. Wrap an unattended object under 20lb and place it on your hand -- move equivalent action at DC 20. Place a wrapped object in yourh hand -- move, no roll. Punch a button, move a coin 15' along th ground, snuff a candle -- move equivalent DC 15. Wrap a pole, spike etc. - DC 22/move. Wrapping somethig to aid in a climb reduces the climb DC by 5. When the victim of a fall, you can forgo your reflex save to wrap an object. You can wrap a creature by rolling it's Touch AC.	

Willing creatures do not add their Dexterity bonus. The wrapped creature must make a DC 20 STR check or you both continue falling. Unwrapping is a free action.

Weapon and Armor Proficiency [UA]

Feats	
Cosmopolitan (Tumble)	[My]
Chosen skill is now a class skill	
Deafening Strike	[CS]
Your successful sneak attack causes the target to be deafened for 3 rounds. If you use this feat a second time on a target before 3 rounds have elapsed, the effect of the first use expires. Using this feat reduces your sneak attack damage by 3d6.	
Exotic Weapon Proficiency (Whip)	[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)	
Gloom Strike	[DrU]
Your sneak attacks leave a residue of darkness that clouds your enemy's vision. Your sneak attack creates an aura of magical darkness that impedes your target's vision for 3 rounds. The target takes a -4 penalty on Spot checks and treats all other creatures as having concealment. Neither darkvision nor low-light vision pierces this effect, though the ability to see through magical darkness does. Any spell with the light descriptor suppresses the effect. Using this feat reduces your sneak attack damage by 2d6.	
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.	
Sickening Strike	[DrU]
Your sneak attacks leave enemies reeling in pain. The target of your sneak attack, if it is a living creature, is sickened for 1 round. Using this feat reduces your sneak attack damage by 1d6.	
Weapon Focus (Whip)	[PH]
You are especially good at using this specified weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.	

Proficiencies
Aspergillum (Heavy), Axe (Throwing), Bash, Battle Gauntlet, Battleaxe, Blowgun, Boulder, Claws, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Dart Thruster, Darts (Barbed), 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, Saber, Sap, Scimitar, Scythe, Shieldbash, Shortbow, Shortspear, 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, Whip

Templates
Dark Creature
Feral Creature
Mineral Warrior
Wild (Wilderness Dweller)

Shadlowlands Jones

RACE	Human
AGE	0
GENDER	Male
VISION	Darkvision (120 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	
Race Type	Monstrous Humanoid

Race Sub Type

Description:
Biography: