

Cinghiale Crudele

NAME

Ani17

CLASS

17

Character Level

17

EXPERIENCE

0

NEXT LEVEL

153000

PLAYERNAME

Dire Boar

RACE

Huge

AGE

0

DEITY

SIZE

Maschio

GENDER

HEIGHT

0' 0"

WEIGHT

0 lbs.

EYES

HAIR

ALIGNMENT

True Neutral

Low-light

VISION

0

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

30

+10

30

+10

38

+14

DEX

Dexterity

10

+0

10

+0

8

-1

CON

Constitution

17

+3

17

+3

21

+5

INT

Intelligence

2

-4

2

-4

2

-4

WIS

Wisdom

13

+1

13

+1

13

+1

CHA

Charisma

8

-1

8

-1

8

-1

HP

hit points

176

AC

armor class

16

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 40 ft.

INITIATIVE

modifier

-1

TOTAL

-1

DEX MODIFIER

-1

MISC MODIFIER

+0

BASE ATTACK

bonus

+12/+7/+2

SKILLS

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

20/10

MISC MODIFIER

✓ Listen

WIS

13

=

1

+

10.0

+

2

✓ Spot

WIS

13

=

1

+

10.0

+

2

=

+

+

=

+

+

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+15

=

+10

+

+5

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+9

=

+10

+

-1

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+13

=

+10

+

+1

+

+0

+

+2

+

+0

+

MELEE

attack bonus

+24/+19/+14

=

+12/+7/+2

+

+14

+

-2

+

+0

+

+0

+

RANGED

attack bonus

+9/+4/-1

=

+12/+7/+2

+

-1

+

-2

+

+0

+

+0

+

GRAPPLE

attack bonus

+34/+29/+24

=

+12/+7/+2

+

+14

+

+8

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+20/+15/+10

1d8+14

20/x2

5 ft.

*Gore

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

P

L

19-20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+25

2d6+21

Special Properties

** 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

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PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.
For suggestions please post to pcgen@yahoogroups.com with "OS Suggestion" in the subject line.

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EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Gore	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	0.0 gp	

WEIGHT ALLOWANCE					
Light	9600	Medium	19200	Heavy	28800
Lift over head	28800	Lift off ground	57600	Push / Drag	144000

SPECIAL ABILITIES	
Animal Traits	
Ferocity (Ex)	
Scent (Ex)	

FEATS	
Alertness	You get a +2 bonus on all Listen checks and Spot checks.
Endurance	You gain a +4 bonus on checks relating to stamina or extended physical activity. Also, you may sleep in light or medium armor without becoming fatigued.
Improved Critical (Gore)	When using the weapon you selected, your threat range is doubled.
Iron Will	You get a +2 bonus on all Will saving throws.
Toughness	You gain +3 hit points.
Weapon Focus (Gore)	You gain a +1 bonus on all attack rolls you make using the selected weapon.

PROFICIENCIES	
Gore	

LANGUAGES	

Notes:

Character Sheet Notes: