

## A'zacar the Claw

Lawful Neutral

114

CHARACTER NAME	PLAYER	ALIGNMENT	DEITY	HIT POINTS
Fighter 5/Hone 4/Asherake 3	Asherake L	6' 11"	288 lbs.	Low-light, Normal

CLASS	RACE	SIZE	HEIGHT	WEIGHT	VISION
12	33	Male	Black		

CHARACTER LEVEL	AGE	GENDER	EYES
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ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR Strength	18	+4		
DEX Dexterity	18	+4		
CON Constitution	16	+3		
INT Intelligence	13	+1		
WIS Wisdom	13	+1		
CHA Charisma	13	+1		

WOUNDS/CURRENT HP

HP

114

AC

Armour Class

24

:

20

:

15

=

10

+

4

+

0

+

4

+

-1

+

5

+

2

10

+

0

+

6

2

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT BONUS

SIZE BONUS

NATURAL ARMOR

MISC BONUS

MISS CHANCE

ARCANE FAILURE

ARMOR CHECK

MAX DEX

SPELL RESIST

INITIATIVE

Modifier

+7

=

+3

+

+4

TOTAL

DEX

MISC

SKILLS

MAX RANKS

12/6

SKILL NAME	ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Acrobatics	DEX	+4	+1	0	
Appraise	INT	+1		0	
Arcana	INT	+1		0	
Bluff	CHA	+1		0	
Climb	STR	+4		0	
Common Knowledge	INT	+1		0	
Conjuration	INT	+1		0	
Deception	CHA	+1		0	
Deflect Arrows	DEX	+4		0	
Disguise	CHA	+1		0	
Endurance	CON	+3		0	
Escape Artist	DEX	+4		0	
Forgery	CHA	+1		0	
Gather Information	INT	+1		0	
Heal	CON	+3		0	
Hide	DEX	+4		0	
Intimidate	CHA	+1		0	
Investigate	INT	+1		0	
Jump	STR	+4		0	
Knowledge (Arcana)	INT	+1		0	
Knowledge (History)	INT	+1		0	
Knowledge (Geography)	INT	+1		0	
Knowledge (Local)	INT	+1		0	
Knowledge (Nature)	INT	+1		0	
Knowledge (Nobility)	INT	+1		0	
Knowledge (Religion)	INT	+1		0	
Knowledge (The Planes)	INT	+1		0	
Leadership	CHA	+1		0	
Linguistics	INT	+1		0	
Lore	INT	+1		0	
Magic	INT	+1		0	
Meditation	CON	+3		0	
Movement	DEX	+4		0	
Open Lock	DEX	+4		0	
Perform (Acrobatics)	DEX	+4		0	
Perform (Music)	CHA	+1		0	
Perform (Oratory)	CHA	+1		0	
Perform (Sleight of Hand)	DEX	+4		0	
Perform (Stunt)	DEX	+4		0	
Persuade	CHA	+1		0	
Pilot	CON	+3		0	
Profession	INT	+1		0	
Search	INT	+1		0	
Sense Motive	WIS	+1		0	
Sleight of Hand	DEX	+4		0	
Spellcraft	INT	+1		0	
Stealth	DEX	+4		0	
Survival	WIS	+1		0	
Swordsmanship	STR	+4		0	
Thievery	DEX	+4		0	
Use Magic Device	CON	+3		0	
Use Rope	STR	+4		0	
Verbal Jugglery	CHA	+1		0	
Weapon Proficiency	STR	+4		0	
Wrestling	STR	+4		0	

SAVING THROWS	TOTAL		BASE	ABILITY	MAGIC	EPIC	MISC	TEMPORARY	CONDITIONAL MODIFIERS	
<b>Fortitude</b> Constitution	<b>+13</b>	=	<b>+10</b>	+	<b>+3</b>	+	<b>+0</b>	+	<b>+0</b>	+
<b>Reflex</b> Dexterity	<b>+10</b>	=	<b>+6</b>	+	<b>+4</b>	+	<b>+0</b>	+	<b>+0</b>	+
<b>Will</b> Wisdom	<b>+4</b>	=	<b>+3</b>	+	<b>+1</b>	+	<b>+0</b>	+	<b>+0</b>	+

	TOTAL		BASE ATTACK		STR		SIZE		EMPL		MISC		TEMP
<b>MELEE</b> ATTACK BONUS	<b>+16/+5</b>	=	<b>+15/+4</b>	+	<b>+4</b>	+	<b>-1</b>	+	<b>0</b>	+	<b>-2</b>	+	
<b>RANGED</b> ATTACK BONUS	<b>+16/+5</b>	=	<b>+15/+4</b>	+	<b>+4</b>	+	<b>-1</b>	+	<b>0</b>	+	<b>-2</b>	+	
<b>GRAPPLE</b> ATTACK BONUS	<b>+21/+10</b>	=	<b>+15/+4</b>	+	<b>+4</b>	+	<b>+4</b>	+	<b>0</b>	+	<b>-2</b>	+	

<b>CLAW x2</b>	<b>TOTAL ATTACK BONUS</b>	<b>DAMAGE</b>	<b>CRITICAL</b>
	<b>+17/+6</b>	<b>1d8+8</b>	<b>19-20/x2</b>

BITE		TOTAL ATTACK BONUS		DAMAGE	CRITICAL
		+15		1d10+6	20/x2
HAND	RANGE	TYPE	SIZE	SPECIAL PROPERTIES	
Off-hand	0'	BPS	L		

**1H-P:** One handed, primary hand. **1H-O:** One handed, 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.

MITHRIL SHIRT		TYPE	ARMOR BONUS	MAX DEX BONUS
		Light	+4	+6
CHECK PENALTY	SPELL FAILURE	SPECIAL PROPERTIES		
+0	10	30hp/inch and 15 hardness		

## FEATS

Alertness, Deflect Arrows, Improved Critical (Claw), Improved Initiative, Improved Unarmed Strike, Savage Bite (see below), Weapon Focus (Claw), Weapon of Choice (Claw), Weapon Specialization (Claw)

## SPECIAL ABILITIES

Fell Blow +2 (Ex), Improved Defense +2 (Ex), Precision Strike +2 (Ex), Scent (Ex), Skilled Stunt +1 (Ex), Snatch (Ex), Low Light Vision, Natural Armor (AC +2), Large (AC -1), Rage 1x/day, Enhanced Natural Attacks (Ex)



SKILLS				MAX RANKS	12/6
SKILL NAME	ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
◆ Appraise	INT	<u>1</u>	= 1 +	0.0	+ 0
◆ Balance	DEX	<u>3</u>	= 3 +	0.0	+ 0
◆ Battlespeak	INT	<u>3</u>	= 1 +	2.0	+ 0
◆ City Lore	WIS	<u>1</u>	= 1 +	0.0	+ 0
◆ Climb	STR	<u>4</u>	= 4 +	0.0	+ 0
◆ Concentration	CON	<u>3</u>	= 3 +	0.0	+ 0
◆ Craft (Maps)	INT	<u>1</u>	= 1 +	0.0	+ 0
◆ Craft ()	INT	<u>1</u>	= 1 +	0.0	+ 0
◆ Diplomacy	CHA	<u>1</u>	= 1 +	0.0	+ 0
◆ Disguise	CHA	<u>1</u>	= 1 +	0.0	+ 0
◆ Escape Artist	DEX	<u>3</u>	= 3 +	0.0	+ 0
◆ Forgery	INT	<u>1</u>	= 1 +	0.0	+ 0
◆ Gather Information	CHA	<u>1</u>	= 1 +	0.0	+ 0
◆ Heal	WIS	<u>1</u>	= 1 +	0.0	+ 0
◆ Hide	DEX	<u>3</u>	= 3 +	4.0	+ -4
◆ Intimidate	CHA	<u>8</u>	= 1 +	7.0	+ 0
◆ Jump	STR	<u>4</u>	= 4 +	0.0	+ 0
◆ Knowledge (Local)	INT	<u>3</u>	= 1 +	2.0	+ 0
◆ Listen	WIS	<u>5</u>	= 1 +	2.0	+ 2
◆ Move Silently	DEX	<u>6</u>	= 3 +	3.0	+ 0
◆ Ride	DEX	<u>3</u>	= 3 +	0.0	+ 0
◆ Search	INT	<u>5</u>	= 1 +	4.0	+ 0
◆ Sense Motive	WIS	<u>6</u>	= 1 +	5.0	+ 0
◆ Spot	WIS	<u>7</u>	= 1 +	4.5	+ 2
◆ Survival	WIS	<u>6</u>	= 1 +	5.0	+ 0
◆ Swim	STR	<u>4</u>	= 4 +	0.0	+ 0
◆ Use Rope	DEX	<u>3</u>	= 3 +	0.0	+ 0

◆ = Useable Untrained

## MONEY

200gp, 101sp, diamond (pink, 5000gp)

## Oathbound Characters: A - Z

EQUIPMENT									
ITEM	LOCATION	QTY	WT.	COST	ITEM	LOCATION	QTY	WT.	COST
Adamantine Dagger	Carried	1	1	3002	Mithral Shirt	Equipped	1	10	1100
Bite	Equipped	1	0	0	Potion of Cure Serious Wounds	Carried	1	0	750
Bracers of Armor +2	Equipped	1	1	4000	Ring of Force Shield	Equipped	1	0	8500
Claw	Equipped	1	0	0	TOTAL WEIGHT CARRIED/VALUE				12.0 lbs. 22352 gp

WEIGHT ALLOWANCE					
Light	200.0	Medium	400.0	Heavy	600.0

MAGIC
<p><b>Mithral Shirt:</b> This extremely light chain shirt is made of very fine mithral links. Speed while wearing a mithral shirt is 30 feet for Medium creatures, or 20 feet for Small. The armor has an arcane spell failure chance of 10%, a maximum Dexterity bonus of +6, and no armor check penalty. It is considered light armor and weighs 10 pounds.</p> <p><b>Ring (Force Shield):</b> An iron band, this simple ring generates a shield-sized (and shield-shaped) wall of force that stays with the ring and can be wielded by the wearer as if it were a heavy shield (+2 AC). This special creation has no armor check penalty or arcane spell failure chance since it is weightless and encumbrance-free. It can be activated and deactivated at will as a free action.</p> <p><b>Bracers of Armor +2:</b> 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 +2, just as though he were wearing armor. Both bracers must be worn for the magic to be effective.</p> <p><b>Potion (Cure Serious Wounds):</b> This potions functions like the spell cure serious wounds, granting 3d8+3 points of damage.</p> <p><b>Adamantine Dagger:</b> This nonmagical dagger is made out of adamantine. As a masterwork weapon, it has a +1 enhancement bonus on attack rolls.</p>

NEW FEAT
<p><b>SAVAGE BITE [General]:</b> You have increased your ability to use your bite attack in combat.</p> <p><b>Prerequisite:</b> Race already possessing a natural bite attack.</p> <p><b>Benefit:</b> The character is proficient with using his bite attack in combat, and is always considered to be "armed." The character inflicts additional damage based on the Strength of his jaws, doing 150% strength damage on any bite attack. If the character attacks with a bite and an unarmed attack in the same round, there are no off-hand weapon penalties. A character fighting with a (crafted) weapon can make a bite attack, but all attacks suffer a -4 penalty in addition to normal two-weapon fighting penalties. These penalties can be countered through use of the feats Ambidexterity and Two Weapon Fighting.</p>

OATHBOUND GIFTS
<p><b>Arrival Gift - Thick Skin:</b> Your skin toughens, giving you a natural armor bonus of +2. If you already have natural armor, its bonus increases by +1.</p> <p><b>Earned Gift - Weapon of Choice:</b> This earned gift gives you a +1 weapon enhancement bonus to your claw attacks.</p>

PROFICIENCIES
<p>Axe (Throwing), Battleaxe, Bite, Claw, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Mind-blade, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ransour, Rapier, Sap, Schiavona, Scimitar, Scythe, Shield (Heavy), Shield (Light), Shortbow, Shortspear, Shortstaff, Sickle, Sling, Spear, Spells (Energy Missile), Spells(Ray), Spells(Touch), Spiked Armor, Sword (Bastard/Martial), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven/Martial), Warhammer</p>

LANGUAGESxx
<p>Asherake, Common, Battlespeak (skill, see above)</p>

SPECIAL HONE & RACIAL ABILITIES
<p><b>Precision Strike (Ex):</b> As a hone gains experience with his weapon of choice, his ability with it grows. The hone gains a competence bonus on all attacks made with the weapon, and this bonus increases as he advances in levels. However, if the hone ever uses another weapon other than his own natural weaponry or unarmed strike, he receives a competence penalty to attack rolls with the foreign weapon. This penalty lasts for as long as the hone wields the weapon.</p> <p><b>Improved Defense (Ex):</b> As a hone is so familiar with how a particular weapon may be used in combat that he is able to defend himself better from opponents who use similar melee weapons. A hone gets a dodge bonus to his Armor Class to all blows from melee weapons of the same type (slashing, piercing, or bludgeoning) as the hone's weapon. If the hone's weapon lists multiple categories, only the first listed applies.</p> <p><b>Fell Blow (Ex):</b> A hone receives a competence bonus to damage with his weapon of choice. The fell blow ability does not apply to unarmed strikes or natural attacks (unless this is the hone's weapon of choice).</p> <p><b>Skilled Stunt (Ex):</b> Hones are so skilled at using their weapon of choice that they are better able to perform stunts with it, such as tripping, disarming an opponent, or attempting to strike a weapon. This ability adds a competence bonus to the opposed attack or ability roll involved in the stunt. The hone's weapon must be able to perform the stunt in order for this ability to apply.</p> <p><b>Rage (Ex):</b> Like the barbarian, at 1<sup>st</sup> level an asherake can fly into a rage once per day.</p> <p><b>Ability Enhancement:</b> At 1<sup>st</sup> and 4<sup>th</sup> level an asherake can gain either +1 inherent bonus to either Strength or Dexterity.</p> <p><b>Bonus Feat:</b> At 2<sup>nd</sup> level an asherake gains one of the following feats free, provided he meets all prerequisites: Agile, Combat Reflexes, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, or Power Attack.</p> <p><b>Enhanced Natural Attack I (Ex):</b> At 3<sup>rd</sup> level the base damage of an asherake's natural attacks increase by one die. Claw attacks inflict 1d8 points of damage, and the bite attack exacts 1d10 hit points from the victim.</p>

BACKGROUND
<p>At a young age you were taken from your family and sent to the gladiatorial pits of the faust Lord Mabon, and today you remember nothing of your former life. For 15 years you sharpened your claws on the unskilled of the pits, and eventually you became one of the bloodlord's more effective killing machines – until a year ago when Lord Mabon granted you freedom for a reason that is still unknown to you. Since then you've wandered through both Penance and Arena in search of – something – with nothing but the strength of your claws to keep you. You believe the way to stay alive on the Forge is to get in touch with the ancient ways of your asherake race.</p>

# Asherakes

Asherakes are large, winged, tigerlike humanoids. The environments of the Forge have not changed asherakes fundamentally. They are still sharp, cruel, and strong, but they aren't as organized as on most worlds—at least not in the crowded city of Penance. Asherakes may be found throughout the city and are often employed in a Bloodlord's military as high-ranking officers. Asherakes rarely have occupations in Penance outside of combat oriented fields. Many asherakes turn to the gladiatorial arena, where they are quite feared as opponents.

**Relations:** Asherakes are pretty much universally disliked and distrusted; yet respected. Their unpopularity comes from their cruelty, which also generates the fear that garners them their respect. Asherakes themselves dislike most other races.

**Names:** Asherakes tend to take names that inspire fear or intimidation in others. They tend to choose names for their sounds rather than for their meanings. Asherakes do not have clan names, but they often take descriptive nicknames that emphasize part of their character or physical properties. In the Asherake language, these names translate into common as terms like "bloodfang", "laughingfiend", or "the monstrous".

**Male Names:** Grashnak, Karanth, Brundlag, Threklin.

**Female Names:** Krintarka, Jarlenda, Nanfel, Sheilon.

**Clan Names:** Lakratakk, Skydark, Fury's Fel, Bloodrain, Fearcaller.



**Adventurers:** Asherakes are unfriendly, vicious, and arrogant. While they often are employed as mercenaries, they are known to not get along well with non-asherake members in their groups. Asherake prefer to stay away from underground spaces, due to their size and wings, and therefore tend to be more effective in ordered military units and not as delvers. Asherakes often take the vigilante prestige class, becoming quite terrifying foes indeed.

## Asherake Racial Traits

- Asherakes gain a +2 to Dexterity and a +2 to Strength.
- Asherakes have a level adjustment of +2.
- Asherakes have a natural armor bonus of +3
- Asherakes are size Large, and thus have -1 to AC and to all attack rolls. An Asherakes has a base speed of 30 ft.
- Asherakes have a Fly speed of 70 ft. (average) and a movement of 30 ft.
- Asherakes gain the Scent ability.
- Asherakes have the Snatch special attack.
- Asherakes have natural weaponry. They have 2 claws that do a base 1d6 points of damage, and a bite that inflicts 1d8 points of damage. Use of these natural attacks does not provoke attacks of opportunity, as if the asherake had the Improved Unarmed Strike feat. The critical threat range for both attacks is 20 (x2).
- All asherakes have low-light vision.
- *Automatic Languages:* Asherake. *Bonus Languages:* select from Asherake, Chromithian, Common, Dover, Faust, Frey, Ith'n'y'roo, Nightling, Picker, Silver, Valco, and Vogel.
- *Favored Class:* Monk. A multiclass asherake's monk class does not count when determining an XP penalty for multiclassing. Asherake are strong, determined, and quick, and the skills of a monk come naturally to him.

## Asherake Racial Levels – New for Oathbound 3.5!

Level	Base Atk Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+1	+0	+1	+0	Rage
2	+2	+1	+1	+0	Ability Enhancement, Bonus Feat
3	+3	+1	+2	+1	Enhanced Natural Attacks I
4	+4	+2	+2	+1	Ability Enhancement
5	+5	+2	+3	+2	Enhanced Natural Attacks II, Improved Fly

Long ago the asherakes were a savage avian race, surviving by sheer brutality and strength of numbers. In ancient times the forging of metal and wood was unknown to the asherake, relying instead upon their formidable natural weapons and other instinctive skills in combat. Asherakes that seek to take racial levels do so to get in touch with the bestial side of their nature. This isn't to say an asherake cannot use weapons or armor in battle, but must then accumulate an additional 10% of combat-based experience if their next level is to be a racial level.

**Hit Die:** d8

**Skill Points at 1<sup>st</sup> racial level:** (2 + Intelligence bonus) x4

**Skill Points at Higher Levels:** 2 + Intelligence bonus

**Class Skills:** Balance (Dex), Intimidate (Cha), Move Silently (Dex), Sense Motive (Wis), Survival (Wis), Tumble (Dex).

## Racial Class Features

**Rage (Ex):** Like the barbarian, at 1<sup>st</sup> level an asherake can fly into a rage once per day. In a rage, the asherake temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but takes a -2 penalty to Armor Class. The increase in Constitution increases the asherake's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, an asherake cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride). A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier, and an asherake may prematurely end his rage. At the end of the rage, the asherake loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter

**Ability Enhancement:** At 1<sup>st</sup> and 4<sup>th</sup> level an asherake can gain either +1 inherent bonus to either Strength or Dexterity.

**Bonus Feat:** At 2<sup>nd</sup> level an asherake gains one of the following feats free, provided he meets all prerequisites: Agile, Combat Reflexes, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, or Power Attack.

**Enhanced Natural Attack I (Ex):** At 3<sup>rd</sup> level the base damage of an asherake's natural attacks increase by one die. Claw attacks inflict 1d8 points of damage, and the bite attack exacts 1d10 hit points from the victim.

**Enhanced Natural Attack II (Ex):** At 5<sup>th</sup> level the base damage of an asherake's natural attacks increases by another additional dice. Claw attacks inflict a base 1d10 points of damage, and bite damage is increased to 2d6 hit points per attack. In addition, the asherake can choose to apply the feat Improved Critical to either his claw or bite attack. This bonus feat applies if the character has already Improved Critical, and the feat stacks if the same attack form is taken (stack limitations are ignored).

**Improved Fly (Ex):** This ability is similar to the psion power Improved Fly, with the exception that the ability is a natural progression of the asherake's avian skills. The asherake's base flying movement is increased to 100 ft., can reach a maximum fly speed of 180 feet (150 feet if the creature wears medium or heavy armor), and can fly upward at half speed and descend at double this movement speed. This increase in velocity can be attained once per day for each Strength bonus point of the asherake, and for up to one turn. The asherake's maneuverability is also considered to be Good for all flying maneuvers, and not just during bursts of speed. The asherake cannot carry aloft more weight than its maximum load, plus any armor it wears.

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