

Chochok

Male human (Shoanti) fighter 10 - CR 9

Lawful Neutral Humanoid (Human); Deity: **Gozreh**; Age: **26**;
Height: **7'**; Weight: **192 lb.**; Eyes: **Brown**; Hair: **Black**; Skin:
Dark

Ability	Score	Modifier	Temporary
STR STRENGTH	20	+5	
DEX DEXTERITY	15	+2	
CON CONSTITUTION	20	+5	
INT INTELLIGENCE	13	+1	
WIS WISDOM	9	-1	
CHA CHARISMA	9	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+12	=	+7	+5			
REFLEX (DEXTERITY)	+5	=	+3	+2			
WILL (WISDOM)	+2	=	+3	-1			

Bravery: +3 vs. fear

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	26	=	+6		+2		+4	+4	
Touch AC	16								

Flat-Footed AC

24

BAB

Strength

Size

Misc

CM Bonus	+12	=	+10	+5	-	-
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+14 Bull Rushing

		BAB	Strength	Dexterity	Size
CM Defense	31	=	10	+10	+5
				+2	-

33 vs. Bull Rush

Base Attack	+10	HP	143
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Damage / Current HP

Initiative	+6	
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Speed	30 / 40 ft	
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+2 earth breaker

Both hands: **+17/+12, 2d6+22** Crit: x3
2-hand, B

Bola, shoanti

Ranged: **+13, 1d4+6** Crit: x2
Rng: 10'
Light, B, Trip

+2 hide armor

+6

Max Dex: +6, Armor Check: -
Spell Fail: 20%, Medium



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+4	DEX (2)	2	
Boots of striding and springing: +5 competence bonus to jump, Speed greater/less than 30 ft.: +4 to jump				
Appraise	+1	INT (1)	-	
Bluff	-1	CHA (-1)	-	
Climb	+9	STR (5)	1	
Diplomacy	-1	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+2	DEX (2)	-	
Handle Animal	+10	CHA (-1)	8	
Heal	-1	WIS (-1)	-	
Intimidate	+9	CHA (-1)	2	
Knowledge (geography)	+2	INT (1)	1	
Knowledge (local)	+2	INT (1)	1	
Knowledge (nature)	+2	INT (1)	1	
Linguistics	+2	INT (1)	1	
Perception	+8	WIS (-1)	9	
Ride	+15	DEX (2)	10	
Sense Motive	-1	WIS (-1)	-	
Stealth	+5	DEX (2)	3	
Survival	+3	WIS (-1)	1	
Swim	+5	STR (5)	-	

Activated Abilities & Adjustments

Power Attack -3/+6

Feats

Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Bull Rush Strike
Cleave
Combat Reflexes (3 AoO/round)
Exotic Weapon Proficiency (Bolas)
Great Cleave
Improved Bull Rush
Improved Initiative
Intimidating Prowess
Martial Weapon Proficiency - All
Power Attack -3/+6
Shield Proficiency
Simple Weapon Proficiency - All
Toughness
Tower Shield Proficiency
Weapon Focus (Earth breaker)
Weapon Specialization (Earth breaker)

Special Abilities

Bravery +3 (Ex)
Weapon Training (Hammers) +2 (Ex)
Weapon Training (Thrown) +1 (Ex)

Gear

Total Weight Carried: 42/400 lbs, Light Load
(Light: 133 lbs, Medium: 266 lbs, Heavy: 400 lbs)

+2 earth breaker	14 lbs
+2 hide armor	25 lbs
Amulet of natural armor +4	-
Bola, shoanti	2 lbs
Boots of striding and springing	1 lb
Money	-
Ring of freedom of movement	-
Ring of protection +4	-

Tracked Resources

Bola, shoanti ☐

Languages

Common	Goblin
Dwarven	Shoanti

Sourcebooks Used

- **Advanced Player's Guide** - Bull Rush Strike (feat)
- **Adventurer's Armory / Curse of the Crimson Throne / Inner Sea World Guide / Varisia, Birthplace of Legends** - Bola, shoanti (weapon)
- **Adventurer's Armory / Inner Sea World Guide / Rise of the Runelords Anniversary Edition / Ultimate Equipment** - Earth breaker (weapon)
- **Inner Sea Races / Inner Sea World Guide** - Shoanti (race option); Shoanti (language)

Experience & Wealth

Current Cash: **You have no money!**