Corax				Mount of Cornix duo Crura, Dire Corby Cavalier					
CHARACTER				PLAYER					
Giant Raven		Large	Female	15'0"	500 lbs	black feathers	black	-	
RACE & LA		SIZE	GENDER	HEIGHT	WEIGHT	HAIR	EYES	SKIN	
5	Neutral	Erecura		Loric Fells, River Kingdoms					
AGE	ALIGNMENT	DEITY		HOMELAND & BACKGROUND OCCUPATION					

PATHFINDER ROLEPLAYING GAME

LANGUAGES: Auran (cannot speak)

ABILITY SCORE

	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	18	4	18			
DEX	17	3	17			
CON	12	1	12			
INT	10	0	10			
WIS	15	2	15			
CHA	11	0	11			

ABILITY SCORE & RACIAL NOTES

HITPOINTS

CURRENT HP	HP GAINED	HD
18	17	2

NONLETHAL
HP DAM
TEMPORARY
HP

TOTAL HP	18	FAVORED CLASS	Cavalier's Mount

CONDITIONS & MISCELLANEOUS TRACKING

CLASS RECORDER

CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Cavalier's Mount	1	2	1	3	3	0	1
TOTALS	1	2	1	3	3	0	1

ATTACKS & DEFENSE

ARMOR CLASS

	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	12	=10+	0	0	3	-1					
TOUCH	12	=10+			3	-1					
FLAT-FOOT	9	=10+	0	0	0	-1					

ARMOR CHECK PENALTY	0
MAXIMUM DEX	--
SPELL FAILURE	0%

COMBAT NOTES & MODIFIERS

SAVING THROWS

	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	4	3	1			
REF	6	3	3			
WILL	2	0	2			

ATTACKS

	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	4	1		4	-1	
RANGED ATTACK MODIFIER	3	1		3	-1	
CMB	6	1	STR	4	-1	2
CMD	19	=10+	BAB 1	DODGE & DEFLECT 0	STR & DEX -1	2

FEATS & FEATURES
CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Cavalier's Mount (as Druid's Animal Companion)

Natural Armor +0 AC; Str/Dex +0

Link: Master gains +4 Handle Animal Checks

Combat Trained w/Light Armor Proficiency

Race: Giant Raven (magical beast)

low-light vision;

Large –1 AC, –1 attack, +1 CMB, +1 CMD, -4 Stealth

Mount Feats (1) Bonus Trick (1)

Toughness +hp

Flyby Attack

SKILLS

			TOTAL	RANKS	ABILITY	RANKS TOTAL TRAINED	MISC
*☑ Acrobatics ◆	DEX		3		3		
*☑ Appraise ◆	INT		0		0		
*☐ Bluff	CHA		0		0		
*☑ Climb ◆	STR		4		4		
*☐ Craft:	INT		0		0		
*☑ Diplomacy	CHA		0		0		
☐ Disable Device ◆	DEX				3		
*☑ Disguise	CHA		0		0		
*☑ Escape Artist ◆	DEX		3		3		
*☑ Fly ◆	DEX		3		3		
☐ Handle Animal	CHA				0		
*☑ Heal	WIS		2		2		
*☑ Intimidate	CHA		0		0		
☐ Kn:	INT				0		
☐ Kn:	INT				0		
☐ Kn:	INT				0		
☐ Kn:	INT				0		
☐ Kn:	INT				0		
☐ Kn:	INT				0		
☐ Linguistics	INT				0		
*☑ Perception	WIS		6	1	2	3	
*☐ Perform:	CHA		0		0		
☐ Prof:	WIS				2		
*☑ Ride ◆	DEX		3		3		
*☐ Sense Motive	WIS		2		2		
☐ Sleight of Hand ◆	DEX				3		
☐ Spellcraft	INT				0		
*☑ Stealth ◆	DEX		3	1	3	3	-4
*☑ Survival	WIS		2		2		
☑ Swim ◆	STR		4		4		
☐ Use Magic Device	CHA				0		
☐	STR						
☐	STR						
☐	STR						
☐	STR						
☐	STR						
☐	STR						

RANKS TOTAL: 2

MARK A ☑ TO SHOW A CLASS SKILL. *CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.*
* SKILL CAN BE USED UNTRAINED   ◆ ARMOR CHECK PENALTY APPLIES

EXPERIENCE
SLOW ☐ MEDIUM ☑ FAST ☐   0 / 2,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
	10	80			

INIT	3	=	3 DEX MOD	+	MISC MOD

HERO	
SR	DR
RESISTANCES	
POOL POINTS	

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR						
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
talons (2)	+4	1d8+4	20,x2		S		
bite	+4	1d6+4	20,x2		P		