

Corax  
 CHARACTER  
 Giant Raven Large Female  
 RACE & LA SIZE GENDER  
 5 Neutral Erecura  
 AGE ALIGNMENT DEITY  
 LANGUAGES: Auran (cannot speak)

Mount of Cornix duo Crura, Dire Corby Cavalier  
 PLAYER  
 15'0" 500 lbs black feathers black -  
 HEIGHT WEIGHT HAIR EYES SKIN  
 Loric Fells, River Kingdoms  
 HOMETLAND & BACKGROUND OCCUPATION



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	21	5	18	3		
DEX	20	5	17	3		
CON	14	2	12	2		
INT	10	0	10			
WIS	15	2	15			
CHA	11	0	11			

HITPOINTS			CLASS RECORDER										
CURRENT HP	HP GAINED	HD	CLASS NAME		BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS		
87	77	9	Cavalier's Mount		6	9	10	6	6	3	10		
NONLETHAL HP DAM													
TEMPORARY HP													
TOTAL HP			87	FAVORED CLASS	Cavalier's Mount	TOTALS	6	9	10	6	6	3	10

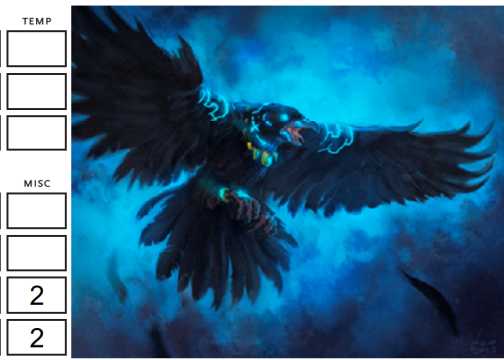
ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	20	-10+	0	0	5	-1	6			
TOUCH	14	-10+			5	-1				
FLAT-FOOT	15	-10+	0	0	0	-1	6			

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

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	8	6	2			
REF	11	6	5			
WILL	5	3	2			



ATTACKS							
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE ATTACK MODIFIER	10	6		5	-1		
RANGED ATTACK MODIFIER	10	6		5	-1		
CMB	12	6	STR	5	-1	2	
CMD	27	-10+	B6B	0	10	-1	2

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

Cavalier's Mount (as Druid's Animal Companion)	Mount Feats (5) & Bonus Tricks (4)
Natural Armor +6 AC; Str/Dex +3	Toughness +hp
Link: Master gains +4 Handle Animal Checks	Flyby Attack
Combat Trained w/Light Armor Proficiency	Improved Bull Rush - No opportunity attack on bull rush
Race: Giant Raven (magical beast)	Endurance - +4 Endurance related checks
low-light vision;	Improved Natural Attack (talons)
Large -1 AC, -1 attack, +1 CMB, +1 CMD, -4 Stealth	Valiant Steed +4 vs Fear & Emotion;
Evasion - made Reflex saves for 1/2 dam take 0	- Rider gains +4 Handle Animal & Ride
Devotion - +4 Will saves vs Enchantment effects	
Multiattack - attack w/ 3 attacks, -2 on secondary	

SKILLS					RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC
<input checked="" type="checkbox"/> ACROBATICS *	DEX 5		5		
<input type="checkbox"/> APPRAISE	INT 0		0		
<input type="checkbox"/> BLUFF	CHA 0		0		
<input checked="" type="checkbox"/> CLIMB *	STR 9	1	5	3	
<input type="checkbox"/> CRAFT:	INT 0		0		
<input type="checkbox"/> DIPLOMACY	CHA 0		0		
<input type="checkbox"/> DISABLE DEVICE *	DEX		5		
<input type="checkbox"/> DISGUISE	CHA 0		0		
<input checked="" type="checkbox"/> ESCAPE ARTIST *	DEX 5		5		
<input checked="" type="checkbox"/> FLY *	DEX 5		5		
<input type="checkbox"/> HANDLE ANIMAL	CHA		0		
<input type="checkbox"/> HEAL	WIS 2		2		
<input checked="" type="checkbox"/> INTIMIDATE	CHA 0		0		
<input type="checkbox"/> KN:	INT		0		
<input type="checkbox"/> KN:	INT		0		
<input type="checkbox"/> KN:	INT		0		
<input type="checkbox"/> KN:	INT		0		
<input type="checkbox"/> KN:	INT		0		
<input type="checkbox"/> KN:	INT		0		
<input type="checkbox"/> KN:	INT		0		
<input type="checkbox"/> LINGUISTICS	INT		0		
<input checked="" type="checkbox"/> PERCEPTION	WIS 8	3	2	3	
<input type="checkbox"/> PERFORM:	CHA 0		0		
<input type="checkbox"/> PROF:	WIS		2		
<input checked="" type="checkbox"/> RIDE *	DEX 5		5		
<input type="checkbox"/> SENSE MOTIVE	WIS 2		2		
<input type="checkbox"/> SLEIGHT OF HAND *	DEX		5		
<input type="checkbox"/> SPELLCRAFT	INT		0		
<input checked="" type="checkbox"/> STEALTH *	DEX 7	3	5	3	-4
<input checked="" type="checkbox"/> SURVIVAL	WIS 6	1	2	3	
<input checked="" type="checkbox"/> SWIM *	STR 9	1	5	3	
<input type="checkbox"/> USE MAGIC DEVICE	CHA		0		
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				

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  105,000 / 155,000

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	10	80			
INIT	5	=	5	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)	+10	2d6+5	20,x2		S		
bite	+10	1d6+5	20,x2		P		