

Cornix duo Crura

CHARACTER
Dire Corby Medium Male
 RACE & LA SIZE GENDER
 Neutral Evil Erecura
 AGE ALIGNMENT DEITY

PLAYER
 5'0" 130 lbs black feathers yellow -
 HEIGHT WEIGHT HAIR EYES SKIN
 Loric Fells, River Kingdoms
 HOMELAND & BACKGROUND OCCUPATION



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

LANGUAGES: Aklo, Undercommon

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	26	8	18	6	2	
DEX	16	3	14	2		
CON	18	4	16	2		
INT	8	-1	12	-4		
WIS	10	0	10			
CHA	10	0	12	-2		

HITPOINTS

CURRENT HP	HP GAINED	HD
89	24	2
	60	5
NONLETHAL HP DAM		
TEMPORARY HP		
TOTAL HP	89	FAVORED CLASS Cavalier

CLASS RECORDER

CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Dire Corby	2	6		0	3	3	2
Cavalier	5	15	5	4	1	1	5
TOTALS	7	21	5	4	4	4	7

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	27	-10+	11	0	3		3			
TOUCH	13	-10+		3						
FLAT-FOOT	24	-10+	11	0	0		3			

ARMOR CHECK PENALTY **-2**
 MAXIMUM DEX **5**
 SPELL FAILURE **40%**

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	8	4	4			
REF	7	4	3			
WILL	4	4	0			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	15	7		8		
RANGED	10	7		3		
CMB	15	7	STR	8		
CMD	28	-10+	B7B	0	1	

COMBAT NOTES & MODIFIERS



FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES
Race: Dire Corby (ToHC-221) (Monstrous Humanoid) HD: d10	Dire Corby Feats (1) & skills: 4 + Int Mod/lvl
darkvision 60'	Power Attack -1 attack for +2 damage
Natural Armor +3 AC	Precise Strike (T) - Deal +1d6 dam on foe flanked by ally
	Improved Natural Attack (claws)
	Mounted Combat - Avoid attacks on mount with Ride check
	Horde Charge (T) +2 attack & dam when charging w/ ally
	Eldritch Claws - Natural attacks are magic and silver

Class: Cavalier HD: d10 skills: 4 + Int Mod	
Weapon Prof: All simple & martial	
Armor Prof: Light, Medium & Heavy Armor & Shields	
Challenge (Ex) 2/day +5 damage, -2 AC all other foes	Banner (Ex) - allies w/in 60' +2 save vs fear & +1 charge attack
Mount (Ex) - as animal companion (see separate sheet)	Expert Trainer (Ex) +lvl/2 Handle Animal + Training
Giant Raven named Corax	Cavalier's Charge (Ex) +4 attack during charge, no AC penalty
Order of the Beast (ISC) +1/4 attack for cleave in challenge	Improved Sunder - +2 Sunder to hit & +lvl/2 damage
Tactician - grant Teamwork feat to allies w/in 30' (1/day)	Vandal (Ex) - +2 CMD vs sunder & after sunder, +2 attack for 1 rnd

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Order of Erecura Half-plate (agile) +3	11	5	-2	40	H	55.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
claws (2)	+15	1d6+8	20,x2		S		
longsword+3	+15+3	1d8+8+3	19-20,x2		S	4.0	

SKILLS

SKILL	DEX	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS *	DEX	1		3		
* APPRAISE	INT	-1		-1		
* BLUFF	CHA	0		0		
* CLIMB *	STR	10	1	8	3	
* CRAFT:	INT	-1		-1		
* DIPLOMACY	CHA	0		0		
* DISABLE DEVICE *	DEX			3		
* DISGUISE	CHA	0		0		
* ESCAPE ARTIST *	DEX	1		3		
* FLY *	DEX	1		3		
* HANDLE ANIMAL	CHA	12	7	0	3	2
* HEAL	WIS	0		0		
* INTIMIDATE	CHA	6	3	0	3	
* KN:	INT			-1		
* KN:	INT			-1		
* KN:	INT			-1		
* KN:	INT			-1		
* KN:	INT			-1		
* KN:	INT			-1		
* LINGUISTICS	INT			-1		
* PERCEPTION	WIS	0		0		
* PERFORM:	CHA	0		0		
* PROF:	WIS			0		
* RIDE *	DEX	11	7	3	3	
* SENSE MOTIVE	WIS	4	1	0	3	
* SLEIGHT OF HAND *	DEX			3		
* SPELLCRAFT	INT			-1		
* STEALTH *	DEX	5	1	3	3	
* SURVIVAL	WIS	0		0		
* SWIM *	STR	10	1	8	3	
* USE MAGIC DEVICE	CHA			0		
	STR					
	STR					
	STR					
	STR					
	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 15,000 / 23,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
30	30				
INIT	3	=	3	DEX MOD	+ MISC MOD
HERO					
SR					
DR					
RESISTANCES					
POOL POINTS					