claws (2)

longsword+3

Dire Corby Medium Male SIZE RACE & LA GENDER

5'0" 130 lbs black feathers
Loric Fells, River Kingdoms HEIGHT

yellow



AGE ALIGNMENT		& BACKGRO				TO ROLEPLAYING GAME //															
LANGUAGES: Aklo, U	ndorcon	DEITY									Original by Nassaus	M-4:0-	J L L	-11:		. Vi					
LANGUAGES: AKIO, O	ndercon	ШОП												Original by Neceros	. Modified	а ву ав	ellius@y	anoo.con	1. Version	1 1.0.2012	
ABILITY SCORE TO	ABILITY SCORE TOTAL MOD BASE ENHANCE MISC TEMP							HITPOINTS							COR			,			
STR 2	8 9	18	6	4			CURRENT	HP	Н	P GAINED	2			re Corby	2 2	5 KILI	L FC HI	os FORT	REF 3	3	LEVEL 2
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CON 1	8 4	16	2				10	<b>—</b>									T	T			
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	0 0	==	-2				Т	OTAL F	1P	154	CLASS	Б	Cava	lier TOTALS	12	36	10	7	6	6	12
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RACIAL NOTES								*□ ACROBATICS •		EX	1	$\rightarrow$	3		<u> </u>						
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	=10	O+		3	<u> </u>	لساإ		Щ	<u> </u>	<u> </u>	╣	DEX	5	*☑ DIPLOMACY ☑ DISABLE DEVICE •		HA	0		3		
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							TO DV	P coco	COMBAT		ODIFIERS			*☐ ESCAPE ARTIST •		EX	1		3		
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FORT 1	<u>1</u>	7	4											★□ HEAL		HA VIS	0	12	0	3	6
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ATTACKS TO	TAL BASE	ATTACK BONU	JS TEMP	ABILITY	SIZE	MISC					VA			☐ Kn:		NT NT	-		-1 -1		
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ATTACK MODIFIER	==		╬	-	1					P	1		0	☐ Kn:	ı	NT			-1		
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CMD 3	4 -10	D+ <b>B</b> /2	DENVECT	D <sub>E</sub>			valian	t Steed	1 +4 K	ide & F	andie	Anim	aji	*☑ RIDE •	D	EX	20	12	3	3	4
														<b>₽</b> SENSE MOTIVE	ν	vis	4	1	0	3	
			CLASS F			FEATUR		FATURES						□ SLEIGHT OF HAND • □ SPELLCRAFT		EX			3 -1		<b>—</b>
Race: Dire Corby (ToHC-221) (Monstrous Humanoid) HD: d10						feats, and character features Dire Corby Feats (1) & skills: 4 + Int Mod/IvI								SPELLCRAFT    ★■ STEALTH ◆		NT EX	5	1	3	3	
darkvision 60'						Power Attack -1 attack for +2 damage								*□ SURVIVAL		vis	0		0		
Natural Armor +3 AC							e Strike	* ★ Swim ◆		STR	11	1	9	3							
Ivatulai AIIIIUI +3 AC								Use Magic Device	STR	НА			0								
						Improved Natural Attack (claws)  Mounted Combat - Avoid attacks on mount with Ride check									STR	T	$\neg$				
							ed Comb		STR	F											
							Charge		STR	$\perp$	_										
Improved Critical: (long sword) double threat range							h Claw		STR	T	$\neg$										
Class: Cavalier HD: d10 skills: 4 + Int Mod							Cleave	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													
Weapon Prof: All simple & martial							ed Mind	EXPERIENCE SLOW MEDIUM MEDIUM FA	<sub>57</sub>		105,0	00	/ 1	155,00	00						
Armor Prof: Light, Medium & Heavy Armor & Shields							Havoc (Ex) - Mount can Trample, if miss, Cavalier gains opportunity attack							SLOW G MEDION G PA		BASE	$\overline{}$	LY S	WIM	CLIMB	MISC
Challenge (Ex)	Banner (Ex) - allies w/in 60' +2 save vs fear & +1 charge attack							SPEED		30	)	$\perp$									
Mount (Ex) - as animal companion (see separate sheet)							Expert Trainer (Ex) +lvl/2 Handle Animal + Training							INIT	3	= [	3	MOD	+		MISC
Giant Raven named Corax							Cavalier's Charge (Ex) +4 attack during charge, no AC penalty							HERO							
Order of the Beast (ISC) +1/4 attack for cleave in challenge							Improved Sunder - +2 Sunder to hit & +lvl/2 damage							SR		D	R				
Greater Tactician - grant Teamwork feet to allies w/in 30' (1/day)  Vandal (Ex) - +2 CMD vs sunder & after sunder, +2 attack for 1 rr													for 1 rnd	RESISTANCES							
ARMOR & WEAPONS													POOL POINTS								
ARMOR NAME & DESCRIPTION							AC BONUS MAX DEX PENALTY SPELL FAIL TYPE WEIGHT														
ARMOR Order of Erecura Half-plate (agile) +3								11	5	-2	40	Н	55.0								
SHIELD																					
	WEAPON NAI	ME & DESCRIP	TION			ATTAC	K MODIFIER:	s		DA	MAGE		CRITIC	AL RANGE TYPE	WEIGH	IT		AMN	10 & NOT	ES	

1d6+9

1d8+9+3

20,x2

17-20,x2

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4.0

+21

+21+3