

Hūli

CHARACTER
Kitsune Medium female
 RACE & LA SIZE GENDER
 17 Neutral Daikitsu
 AGE ALIGNMENT DEITY
 LANGUAGES: Common, Sylvan, Animal (fox only), Catfolk

PLAYER
 5'1" 115 red yellow fur17
 HEIGHT WEIGHT HAIR EYES SKIN
 Hongal, Tian Xia
 HOMELAND & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	17	3	19	-2		
DEX	18	4	16	2		
CON	16	3	16			
INT	14	2	14			
WIS	11	0	11			
CHA	12	1	10	2		

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
13	13	1	Samurai	1	6		2	0	0	1
TOTAL HP			TOTALS							
			1	6	0	2	0	0	1	

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	19	-10+	5	0	4					
TOUCH	14	-10+			4					
FLAT-FOOT	15	-10+	5	0	0					

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



SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	5	2	3			
REF	4	0	4			
WILL	0	0	0			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	4	1		3		
RANGED	5	1		4		
CMB	5	1	DEX	4		
CMD	18	-10+	B1B	0	7	DEX

FEATS & FEATURES

Race: Kitsune (ARG-192) Two Weapon Fighting (PCR-136)

Low-light Vision

Change Shape (Su) - Assume Human Form

Agile +2 Acrobatics

Fast Shifter (Su) - Change Shape is Move Action

Natural Attack: Bite 1d4

Class: Samurai (UC-18) HD: d10, Skills 4 + Int Mod

Weapon & Armor Prof: All simple/martial & All armor

Challenge Foe +lvl dam, -2 AC all others; x=1/day (UC-18)

Mount (Ex) - steed is skewbald mare, "Junma" (B1-177)

Order (Ex) - Ronin (UC-21)

Resolve (Ex) Remove condition; reroll will/fort or stabilize, x=1/day (UC-19)

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR kikko armor of the kitsune (no penalty)	5	4	0	20	M	25.0
SHIELD						

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
30					
INIT	4	=	4	DEX MOD	+ MISC MOD
HERO					
SR					
DR					
RESISTANCES					
POOL POINTS					

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
bite	+4	1d4+3	20,x2				
katana	+4	1d8+3	18-20,x2		S	6.0	
wakizashi	+4	1d6+3	18-20,x2		P,S	2.0	
long bow	+5	1d8+3	20,x3		P	3.0	

