

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	19	4	19	-2	2	
DEX	20	5	16	2	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
112	112	10		Samurai	10	60		7	3	3	10
NONLETHAL HP DAM											
TEMPORARY HP											
TOTAL HP	112			TOTALS	10	60	0	7	3	3	10

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	25	-10+	10	0	5					
TOUCH	15	-10+		5						
FLAT-FOOT	20	-10+	10	0	0					

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	10	7	3			
REF	8	3	5			
WILL	3	3	0			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	14	10		4		
RANGED	15	10		5		
CMB	15	10	DEX	5		
CMD	29	-10+	10	0	9	

COMBAT NOTES & MODIFIERS

BAB +5 second attack

SKILLS				RANKS TOTAL	60
TOTAL	RANKS	ABILITY	TRAINED	MISC	
<input type="checkbox"/> ACROBATICS *	DEX	7	5	2	
<input type="checkbox"/> APPRAISE	INT	2			
<input checked="" type="checkbox"/> BLUFF	CHA	6	2	1	3
<input checked="" type="checkbox"/> CLIMB *	STR	9	2	4	3
<input checked="" type="checkbox"/> CRAFT:	INT	7	2	2	3
<input checked="" type="checkbox"/> DIPLOMACY	CHA	14	10	1	3
<input type="checkbox"/> DISABLE DEVICE *	DEX			5	
<input type="checkbox"/> DISGUISE	CHA	11		1	10
<input type="checkbox"/> ESCAPE ARTIST *	DEX	5		5	
<input type="checkbox"/> FLY *	DEX	5		5	
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA	10	6	1	3
<input type="checkbox"/> HEAL	WIS	0		0	
<input type="checkbox"/> INTIMIDATE	CHA	14	10	1	3
<input checked="" type="checkbox"/> KN: local	INT	11	6	2	3
<input type="checkbox"/> KN:	INT			2	
<input type="checkbox"/> KN:	INT			2	
<input type="checkbox"/> KN:	INT			2	
<input type="checkbox"/> KN:	INT			2	
<input type="checkbox"/> KN:	INT			2	
<input type="checkbox"/> LINGUISTICS	INT			2	
<input type="checkbox"/> PERCEPTION	WIS	0		0	
<input type="checkbox"/> PERFORM:	CHA	1		1	
<input checked="" type="checkbox"/> PROF:	WIS	5	2	0	3
<input checked="" type="checkbox"/> RIDE *	DEX	14	6	5	3
<input type="checkbox"/> SENSE MOTIVE	WIS	13	10	0	3
<input type="checkbox"/> SLEIGHT OF HAND *	DEX			5	
<input type="checkbox"/> SPELLCRAFT	INT			2	
<input type="checkbox"/> STEALTH *	DEX	5		5	
<input checked="" type="checkbox"/> SURVIVAL	WIS	5	2	0	3
<input checked="" type="checkbox"/> SWIM *	STR	9	2	4	3
<input type="checkbox"/> USE MAGIC DEVICE	CHA			1	
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				

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

Race: Kitsune (ARG-192)	Two Weapon Fighting (PCR-136)
Low-light Vision	Improved Two Weapon Fighting - gain second offhand attack
Change Shape (Su) - Assume Human Form	Power Attack trade -1 hit for +2 damage
Agile +2 Acrobatics	Cleave/Great Cleave - attack until miss
Fast Shifter (Su) - Change Shape is Move Action	Improved Critical - Katana - double critical range
Natural Attack: Bite 1d4	Improved Critical - wakizashi - double critical range
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=4/day (UC-18)	
Mount (Ex) - steed is skewbald mare, "Junma" (B1-177)	
Order (Ex) - Ronin (UC-21)	Fox Shape - change into fox as Beast Shape II
Resolve (Ex) Remove condition; reroll will/fort or stabilize, x=5/day (UC-19)	Greater Resolve - use resolve to convert critical to normal hit
Self Reliant (Ex) - Retry failed Will save next rnd; 2 stabilize rolls	Banner (Ex) allies gain +2 save vs fear; +2 attack for charge
Without Master (Ex) - nonkilling blow leaves 1 hp	Mounted Archer (Ex) - only -2 attack while mounted
- or confirm critical or accept a 10 on a skill check (1/encounter)	Weapon Expertise (Ex) - Katana

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Tatami-do of the kitsune +3	10		0	0	M	1.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
bite	+14	1d4+4	20,x2				
katana of kitsune ronin +4	+14+4	1d8+4+4	15-20,x2		S	6.0	(second hit limb amputation)
wakizashi of kitsune ronin +4	+14+4	1d6+4+4	15-20,x2		P,S	2.0	+1d6 on-going bleed
long bow +3 and arrows +3	+6	1d8+4+6	20,x3		P	3.0	

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 / 105,000

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	30				
INIT	5	=	5	DEX MOD	+ MISC MOD
HERO					
SR					
DR					
RESISTANCES					
POOL POINTS					

