

Kònyè

CHARACTER
Tengu medium male
RACE & LA SIZE GENDER
18 Chaotic Neutral Hei Feng
AGE ALIGNMENT DEITY

PLAYER
4'6" 78 lbs feathers black black
HEIGHT WEIGHT HAIR EYES SKIN
Kwanlai, Tian Xia
HOMELAND & BACKGROUND OCCUPATION



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

LANGUAGES: Common, Tengu, Strix

Table with columns: ABILITY SCORE, TOTAL, MOD, BASE, ENHANCE, MISC, TEMP. Rows for STR, DEX, CON, INT, WIS, CHA.

HITPOINTS and CLASS RECORDER. HITPOINTS: CURRENT HP 82, HP GAINED 82, HD 10. CLASS RECORDER: CLASS NAME Hunter, BAB 7, SKILL 70, FC HPS 0, FORT 7, REF 7, WILL 3, LEVELS 10.

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE. AC 24, TOUCH 16, FLAT-FOOT 18. Includes armor class, shield, dex, size, dodge, natural, deflect, misc, temp.

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

SAVING THROWS. FORT 9, REF 13, WILL 9. Includes class base, ability, enhance, misc, temp.

COMBAT NOTES & MODIFIERS

Second Attack +2 BAB



ATTACKS. MELEE 10, RANGED 13, CMB 13, CMD 26. Includes base attack bonus, temp, ability, size, misc.

SKILLS. Table with columns: SKILL, DEX, TOTAL, RANKS, ABILITY, TRAINED, MISC. Lists skills like Acrobatics, Appraise, Bluff, Climb, Craft, Diplomacy, Disguise, Escape Artist, Fly, Handle Animal, Heal, Intimidate, Knowledge, Perception, Perform, Prof: Herbalist, Ride, Sense Motive, Sleight of Hand, Spellcraft, Stealth, Survival, Swim, Use Magic Device.

FEATS & FEATURES

Table listing character features and feats. Race: Tengu (ISR-187,251). Feats: Tengu Wings (+permanency) - fly 30' (ARG), Improved Empathic Link (Su) - empathic link with companion, Woodland Stride (Ex) - move at normal speed through undergrowth, Bonus trick (Ex) for animal companion, Second animal focus (Su) Tiger +4 Dex, Swift Tracker (Ex) Track while moving at normal speed, Raise Animal Companion (UM) gain 1 neg lvl/24 hrs, Fly By Attack - Attack during move (B1-315), Target of Opportunity - ally ranged hit gives you opportunity attack (UC), Seize the Moment - ally critical gives you opportunity attack (UC), Covering Fire attack grants ally +2 AC next round (RTT), Point Blank (shot) +1 attack, dam w/in 30', Versatile Summon Nature's Ally- make summoned creature aerial (MSH-18), Augment Summoning, Spell Focus (Conjuration).

ARMOR & WEAPONS

ARMOR: avian scale mail +3, AC BONUS 8, MAX DEX, PENALTY, SPELL FAIL, TYPE Med, WEIGHT 10.0.

WEAPON TABLE. Columns: WEAPON NAME & DESCRIPTION, ATTACK MODIFIERS, DAMAGE, CRITICAL, RANGE, TYPE, WEIGHT, AMMO & NOTES. Rows: Grounding Bastard Sword of the Tengu +3, Long Bow of the Winged +3, bite.

EXPERIENCE: 105,000 / 105,000. SPEED: 30, INIT: 6, HERO, SR, DR, RESISTANCES, POOL POINTS.

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
16	0					6
17	1st	7	5	2		5
18	2nd	6	4	2		5
19	3rd	4	3	1		4
20	4th	2	1	1		2
	5th			1		
	6th			1		
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
0				

BLOODLINES & PATRONS

BLOODLINE/PATRON

BLOODLINE/PATRON

DOMAINS

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

WIZARD SPECIALITY SCHOOL

SPECIALITY

FOCUSED

PROHIBITED

PROHIBITED

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
0				

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Read Magic - Read scrolls and spellbooks.	Divination	10 min/lvl	personal	none	no	PCR
0			Guidance - +1 on one attack roll, saving throw, or skill check.	Divination	1 min	touch	will	yes	PCR
0			Detect Magic - Detects spells and magic items within 60 ft.	Divination	conc+1min/lv	60'	none	no	PCR
0			Know Direction - You discern north.	Divination	instant	personal	none	no	PCR
0			Create Water - Creates 2 gallons/level of pure water.	Conjuration	instant	close	none	no	PCR
0			Purify Food and Drink - Purifies 1 cu. ft./level of food or water.	Transmutation	instant	close	will	yes	PCR
1			Gravity Bow - Arrows do damage as though one size category bigger (2d6)	Transmutation	1 min/lvl	personal	none	no	APG
1			Compel Hostility - Compels opponents to attack you instead of your allies.	Enchantment	1 rnd/lvl	personal	will	yes	UC
1			Commune with Birds - You can ask birds a question.	Divination	10 min	personal	none	no	ARG
1			Detect Animals or Plants - Detects kinds of animals or plants.	Divination	10 min/lvl	long	none	no	PCR
1			Summon Nature's Ally I - Summons creature to fight (eagle)	Conjuration	1 rnd/lvl	close	none	no	PCR
2			Plant Voice - grant one plant creature to speak, hear, and understand any of the languages you know.	Transmutation	10 min/lvl	close	will	yes	C&C
2			Summon Nature's Ally II - Summons creature to fight	Conjuration	1 rnd/lvl	close	none	no	PCR
2			Raven's Flight In a burst of feathers, you turn into a Tiny blurred black raven	Transmutation	1 rnd	personal	none	no	HotW
2			Vine Strike - Bristles burst from your body +1d6 on all attacks,entangle foe	Conjuration	1 min/lvl	personal	reflex	yes	MTT
2			Summon Swarm - Summons swarm of bats, rats, or spiders (or sparrows)	Conjuration	conc+2 rnds	close	none	no	PCR
3			Summon Nature's Ally III - Summons creature to fight	Conjuration	1 rnd/lvl	close	none	no	PCR
3			Bloody Arrows damage with ranged weapon also inflicts 1 bleed damage (heal saves)	Necromancy	1 rnd/lvl	close	none	no	RTT
3			Cloak of Winds - ranged attacks -4, tiny & smaller creatures fort save to attack	Abjuration	1 min/lvl	personal	fort	yes	APG
3			Neutralize Poison - Immunizes subject against poison, detoxifies venom in or on subject.	Conjuration	10 min/lvl	touch	will	yes	PCR
4			Summon Nature's Ally IV - Summons creature to fight	Conjuration	1 rnd/lvl	close	none	no	PCR
4			Ice Storm Hail deals 5d6 damage in cylinder 40 ft. across.	Evocation	1 rnd/lvl	long	none	yes	PCR