

18 Chaotic Neutral Hei Feng								Kwanlai, Tian Xia HOMELAND & BRACKGROUND OCCUPATION ROLLEPILALY JUNG GAUDILE OF																	
AGE	ALIGNMENT ES: COMM	on T	engu	Strix				HOMELAND & BACKGRO	Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012																
LANGUAGE	ES: COMMIN	011, 1	erigu,	Ottix					EDOIN	TC											moo.com	. version	1.0.2012		
ABILITY S		TAL T	мор	BASE	ENHANCE	MISC	ГЕМР	CURRENT	FPOIN		P GAINED	HD		CLA	SS NAME	.LA	SS RE	BAB	SKILL	_	S FORT	REF	WILL	LEVELS	
ST		7	3	17					`	\perp	82	10		Н	unter			7	70	ــــــ	7	7	3	10	
DE	X 2	22	6	18	2	2		82		L									L	丄	$oldsymbol{ol}}}}}}}}}}}}}}}}}$				
co	N 1	4	2	16	-2															L	L				
IN	т 1	2	可	12				NONLETHAL HP DAM																	
		=	6	19	2	2		TEMPORARY HP																	
							TOTAL HP 82 FAVORED CLASS								T	OTALS	7	70	0	7	7	3	10		
CHA 9 -1 9									SKILLS RANKS 70																
	SCORE &								*									* ACROBATICS * DEX 6 6 6							
ARMOR	CLASS TO	TAI		ARMOR	SHIELD	ATTA C		DEFENSE DODGE NATURAL	DEFLECT	MISC	TEMP				*□ Appr	ISE			INT	1		1			
ARMOR		24	=10+	8	O SHIELD	6	SIZE	DODGE NATURAL	DEFLECT	MISC	TEMP	ARM	OR CHECK	0	⊹ □ В∟∪FI ∗ ☑ С∟імі	•			STR	-1 7	1	-1 3	3		
		=			ا	'==;		=]] ,	MAXIMUM		∗ ⊠ Craft	: traps		-	INT	5	1	1	3		
TOU		6	=10+		1	6		\square	\square		<u> </u>]	DEX		*□ DIPLO □ DISAE				HA DEX	-1	\dashv	-1 6			
FLAT-F	FOOT 1	8	=10+	8	0						NOTES & MC		SPELL FAILURE	0%	∗ □ Disgi	JISE			_	-1		-1			
	·unov:-					P.11.		TEMP Secon		*□ ESCAPE ARTIST • *☑ FLY •				DEX	6 24	10	6	3	5						
SAVING T		9		7	2	ENHANCE	MISC	TEMP SECON			10				*☑ FLY • ☑ HANDLE ANIMAL				HA	3	10	-1	3	5	
																÷ ★ HEAL					1	6	3		
REF 13 7 6																*☑ INTIMIDATE ✓ KN: dungeoneering				3 5	1	-1 1	3		
WILL 9 3 6																☑ Kn: geography				13	9	1	3		
ATTAC	скѕ то	OTAL	BASE ATT	ACK BONUS	TEMP	ABILITY	SIZE	MISC	- 1			34	-		☑ KN: n ☐ KN: p				INT	14	10	1	3		
MEL ATTACK ME		0		7] 3			- 4	7	11/4	Sec.			☐ Kn:				INT			1			
RANG	GED 1	3		7	i	6		一	- 3		4	010	San.		☐ KN:	HSTICS	2		INT	\dashv	\rightarrow	1			
ATTACK M	ODIFIER	3	7	DE>	/ /		\dashv	<u> </u>	- 3	H	11	1	1		∗ ☑ PERCE				_	21	10	6	3	2	
СМ		=	1	'		6		<u> </u>	-	Æ,	-		-	-	*□ PERFO					-1		-1			
СМ	ID 2	26	=10+	BKB	DO DE &	STB &			-								IIIST			10	1	6	3		
															÷□ SENSI				vis	6	=	6			
					CLASS FE			EATURES EATS, AND CHARACTER F	EATURES						☐ SLEIG		HAND +		INT	14	10	6	3		
Race:	Tengu ((ISR	-187,2	251)				Tengu Wings	(+pern	naner	icy) - fly	/ 30' (ARG)		∗ ⊠ Steal				DEX	19	10	6	3		
low-lig	ht vision							Improved Empa	mpanion	*☑ SURVIVAL - *☑ SWIM •				XIS STR	17 7	1	6	3	7						
Sneak	y: +2 pe	ercep	otion 8	k stealt	h			Woodland Stride	lergrowth	USE N	DEVICE		НА			-1									
Gifted	Linguist	: +4	lingui	stics, 2	langua	ages/rank		Bonus trick (E					STR STR	+	_	-									
Sword	trained:	Pro	f. with	sword	like wea	apons		Second anim					STR	\perp	\dashv										
Natura	al weapo	n: bi	te 1d3	3				Swift Tracker	l speed				STR	_	\dashv	\dashv									
Class:	Hunter	(AC	G-26)	HD: d8	3, skills	6+IntMod	ď	Raise Animal	/24 hrs			STR	т	_	_										
Weapo	on Prof:	Alls	simple	& mar	tial wea	apons		Fly By Attack		MARK A TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONU: * SKILL CAN BE USED UNTRAINED * ARMOR CHECK PENALTY APPLIES															
Armor	Prof: Li	ght 8	& Med	ium Ar	mor, sh	ields		Target of Opportu	tack (UC)																
Armor Prof: Light & Medium Armor, shields Animal Companion: Raven "Nwa" (see sheet)								Seize the Mome	ack (UC)	SLOW MEDIUM MEDI								MISC							
Animal Focus: Raven +x=6 perception 1 min/lvl/day								Covering Fire	SPE	ED			30	3	0										
Nature Training: Lvls count as druid & ranger for prereqs							<u> </u>	Point Blank (IN	IT	6	<u>; </u>	= [6	DEX MOD	+ [MISC MOD						
Wild Empathy: Improve attitude of animal							<u> </u>	Versatile Summon Nature's Ally- make summoned creature aerial (MSH-18)								RO		ヸ		_]				
Precise Compantion (Ex) Precise Shot - no penalty to shooting into melee								Augment Summoning										╡		_				_	
	(Ex) add							Spell Focus (Conjuration)								SR DR									
	,,, aaa	2						25011 2003 (peli Focus (Conjunation)								RESISTANCES								
							OR &	WEAPONS		POOL POINTS															
а	vian scal	e ma		ARMOR NAI	ME & DESCRIE	PIION			10.0																
ARMOR	3001	J 1110							8				Med												
SHIELD		\V/E + = -	M M***	DECCO				ATT-04-11-11-11				4465				165	TVDE	June				0.0.00	re		
Grounding Bastard Sword of the Tengu +3							П	+10+3 1d10+3+3 19-20								NGE	S	6.0			AMM	O & NOT	25		
Long Bow of the Winged +3.						\vdash	+13+3 1d8+3+3 x3							* 							/in 30)')			

	FEATS & SPECIAL ABILITIES						F	EAT	'S &	SPECIA	AL ABII	LITIES			
Loi	ng-Nose Form- shift form tohuman with long nose (1 min/lvl)	(1/day)	USES/DAY	USED	ae	erial temp	olate (versatile	sum	NAME I MO I	ning) gr	ants (M	ISH)		USES/DAY	USED
-	gu Raven Form - form of giant raven +4 Str, 60' fly, -2 Dex, +4 AC (1 min/l				1 H	- air subtype									
					1 H	arkvision									
					DI	R 0 (HD	1-4) 3/- (HD 5-	10) (5/- (HD 11+	·)				
					1 —	Electricity resistance 10 (HD 1-4) 15 (HD 5-10) 20 (HD 11+)									
					fly	(perfect)								
					Ac	dd'l dama	ge (electricity)	1 (HI	D 1-	4) 1d6 (HD 5-1	0) 2d6 (H	HD 11+)		
					1 🗆										
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							_								
H	EQUIPMENT & MAGIC ITEMS	QTY / USES	WGT N/A	WEIGHT	*		E	QUI	PME ™	ENT & I	MAGIC	ITEMS	QTY / USES	WGT N/A	WEIGHT
					⇃닎	Avian S	Scale Mail +3								
					⇃⇂	_	10 lb, no encum	bran	ce to	move o	r fly, no	dex max			
					⇃⇂	+5 to fly	y checks								
					┦┝	-									
_	dagger				⇃⇂										
					┦┝	+	ow of the Wing								
\vdash					┨┞	- no pe	nalty when use	ed w	hile	tlying/h	overing				
_					┨┝	1									
				┨┝	+	ling Bastard Sv									
L					┨┝	+	electric resista								
L					┨┝		- prevents a fl					ng			
L					┨┝	(will say	rill save DC 10+lvl+Wis Mod) 1min/lvl								
_					┨┝		/ 00								
L			+		┨╟	quiver	w/ 20 arrows +								
_			+		┨╟	-									-
H					┨╟										
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	WORN MAGIC ITEM EQUIPMENT EQUIPMENT SLOTS FOR MAGIC ITEMS	Ħ			CONTAINE	ER	BAGS & CO	NT/	INI		LUME/WEIG	HT LIMIT/NOT	ES		WEIGHT
	BELT:														
	BODY:														<u> </u>
	CHEST:														<u> </u>
	EYES:														
	FEET:		CARRIE		CARRIED	WGT N/A	STORED	æ				SURE CA	ARRIED		WEIGHT
	HANDS:	LATINUM				-42		Ľ	L						
	HEAD:	GOLD													
н	ADBAND:	SILVER													
	NECK:	COPPER									LO	ADS &	LIFT		
	RING:								GHT OAD	MEDIUM LOAD	HEAVY LOAD		LIFT ABOVE HEAD	GROUND	PUSH
	RING:	ARMOR &	C	\neg	D WE	IGHT		8	88	176	264		264	528	1320
SH	I I	WEAPONS	CURRENCY	Y EQU	IPMENT	MISC	TOTAL		0	0		MODIFIED LOAD	0	0	0
	WRIST:	19.0	0.0		0.0		19.0	cur	RRENT	LOAD	LIGHT	И м	EDIUM 🗖	HEA	vy 🗆

			SPELLS PER D	YAC				BL	OODLINE	S & PATRONS					SPEL	LS PE	ER DAY			
CLA	ss		Hunter		LEVEL	10	BLOODLI	NE/PATRON				LASS					LEVEL			
SAV	E DC I	LEVEL	ABILITY SPELLS BLOODLINE/PATRON TOTAL CLASS BONUS MISC KNOWN										SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN	
1	6	0				6								o						
1	7 .	ıst	7 5	2		5			DOM				ıst					一		
	8 2	2nd	6 4	2	М	5	DOMAIN	N						2nd	\equiv		╗		H	
=	=		4 3	=		=		SUBDOMA	IN						_				=	
=	╡	3rd		1	\square	4	DOMAIN	N						3rd	_		╬		=	
	=	4th	2 1	1	Щ	2		SUBDOMA	ıın					4th			_		Щ	
느	⊒ ઃ	5th		1	Щ		DOMAIN	,	L					5th					Ш	
	•	5th		1										6th						
	7	7th						SUBDOMA	IIN					7th						
	7	Bth						WIZ	ARD SPECI	ALITY SCHOOL				8th						
F	≓ و	9th		一		一	SPECIAL							9th			ī		一	
CLOSE: 25FT +	 50	⊓ .	MEDIUM: 100ft + 200	 1	LONG: 400FT +	800	1	FOCUSED					OSE:	25	MEDIU 100FT	M: 1	00	LONG: 400FT +	400	٦
5FT / 2 LV	_ 00	TOTAL	10FT / LVL 200	OTHE	40FT / LVL	CENT POINTS	∐ PR	OHIBITED				5FT	/ 2 LVL	TOTAL	10FT /	LVL .	SILITY OTHI	40FT / LVL	RENT POINTS	۷
SPE	SPELL 0					CENT FORMIS	PR	OHIBITED				5	POINTS	0	7				KENT FORTIS	1
							-		CDI	ELLS			1011115							
LEVEL	PREP	USED	5	_			AME & DESCRIPT	ION	3FL	ELLS	scноо		1000000	IRATION	RANG		SAVE	SR	REFERENCE	١
0			Read Magic - Read scrolls and spellbooks.								Divinat Divinat			min/lvl	personal		none	no	PCR	4
0			Guidance - +1 on one attack roll, saving throw, or skill check. Detect Magic - Detects spells and magic items within 60 ft.											min	touch 60'		will	yes	PCR PCR	4
0			Know Direction					iis withii	1 60 11.		Divinat		_	+1min/lv stant	personal		none	no	PCR	+
0			Create Water					uro wato	<u> </u>					stant	clos	_	none	no	PCR	+
0			Purify Food an								Transmutation			stant	clos	_	will		PCR	┨
\vdash			Fully Food all	iu Dili	IIK - F	uniles i	cu. It./iev	ei 0i 100	u or water.		Transmu	lation	- "	motarit oros			WIII	yes	FUR	┨
1			Gravity Bow - A	Arrow	vs do da	amage a	s though	one size	e category h	higger (2d6)	Transmu	tation	1 r	min/lvl	perso	nal	none	no	APG	1
<u> </u>			Compel Hostili							- ,	Enchant			1 rnd/lvl		onal	will	yes	UC	1
1			Commune with							,	Divinat		_) min personal			none	no	ARG	1
1			Detect Animals								Divinat		_	10 min/lvl long			none	no	PCR	1
1			Summon Natu						•		Conjura	11	1 rnd/lvl		se	none	no	PCR	1	
					-				,		•									1
																				1
																				1
2			Plant Voice - grant one plant creature to speak, hear, and understand any of the languages you know									Transmutation 1			clos	se	will	yes	C&C	1
2			Summon Nature's Ally II - Summons creature to fight									Conjuration			close		none	no	PCR	
2			Raven's Flight	Transmutation 1 i			rnd personal		onal	none	no	HotW								
2			Vine Strike - B	3ristle	es burst	ur body +	Conjuration 1 min/lv				perso	onal	reflex	yes	MTT					
2			Summon Swar	Summo	Conjuration conc+2 rnds				clos	se	none	no	PCR							
I																				- 1

Conjuration

Necromancy

Abjuration

Conjuration

Conjuration

Evocation

1 rnd/lvl

1 rnd/lvl

1 min/lvl

10 min/lvl

1 rnd/lvl

1 rnd/lvl

close

close

personal

touch

close

long

none

none

fort

will

none

none

no

yes

yes

no

yes

PCR

RTT

APG

PCR

PCR

PCR

3

3

3

3

4

4

Summon Nature's Ally III - Summons creature to fight

Summon Nature's Ally IV - Summons creature to fight

Ice Storm Hail deals 5d6 damage in cylinder 40 ft. across.

Bloody Arrows damage with ranged weapon also inflicts 1 bleed damage (heal saves)

Cloak of Winds - ranged attacks -4, tiny & smaller creatures fort save to attack

Neutralize Poison - Immunizes subject against poison, detoxifies venom in or on subject.