

Krojun Moon Eye

CHARACTER
Shoanti (Human) Medium Male
 RACE & LA SIZE GENDER
 18 Neutral animism/ancestor worship
 AGE ALIGNMENT DEITY
 LANGUAGES: Common, Shoanti

David

PLAYER
 6'2" 240 lbs shaved head amber ruddy fawn
 HEIGHT WEIGHT HAIR EYES SKIN
 Cinderlands, Varisia
 HOMETLAND & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	16	3	16			
DEX	20	5	18	2		
CON	14	2	14			
INT	13	1	13			
WIS	17	3	17			
CHA	9	-1	9			

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
11	10	1	Hunter	0	8	1	2	2	0	1
TOTAL HP			TOTALS							
11			hunter		0 8 1 2 2 0 1					

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

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

SKILLS

	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS	5		5		
* APPRAISE	1		1		
* BLUFF	-1		-1		
* CLIMB	3		3		
* CRAFT	5	1	1	3	
* DIPLOMACY	-1		-1		
* DISABLE DEVICE			5		
* DISGUISE	-1		-1		
* ESCAPE ARTIST	5		5		
* FLY	5		5		
* HANDLE ANIMAL	3	1	-1	3	
* HEAL	3		3		
* INTIMIDATE	-1		-1		
* KN: dungeoneering			1		
* KN: geography	5	1	1	3	
* KN: nature			1		
* KN:	2	1	1		
* KN:			1		
* KN:			1		
* LINGUISTICS			1		
* PERCEPTION	7	1	3	3	
* PERFORM	-1		-1		
* PROF:			3		
* RIDE	9	1	5	3	
* SENSE MOTIVE	3		3		
* SLEIGHT OF HAND			5		
* SPELLCRAFT			1		
* STEALTH	9	1	5	3	
* SURVIVAL	7	1	3	3	
* SWIM	3		3		
* USE MAGIC DEVICE			-1		

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	4	2	2			
REF	7	2	5			
WILL	3	0	3			



ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	3	0		3		
RANGED	5	0		5		
CMB	5	0	DEX	5		
CMD	18	-10+	BOB	0	STR & DEX	8

FEATS & FEATURES

Race: Human, +2 any ability; bonus feat & subrace feat **Fast Learner (Human) +1 skill & hp/ FC level**
 Skilled: Humans Gain add'l rank at each level **Point Blank Shot +1 attack & Damage w/in 30'**
 Class: Hunter HD: d8; skills: 6 + Int Mod **Weapon Focus (longbow) +1 attack**
 Prof: Weapons: all simple & martial; Armor: Lt & Med, Shields
 Animal Companion: Owl named Bemsha
 Animal Focus: Wolf (scent), Tiger (+2 Dex), Falcon (+4 Perception)
 Bat (darkvision) or Owl (+4 Stealth)(lvl min/day) & to animal companion
 Wild Empathy (Ex): Improve attitude of wild animal
 Nature Training (Ex): Qualifies for Druid & Ranger feats
 Nocturnal Racial Trait: Low-light vision

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 30
INIT 5 = 5 DEX MOD + MISC MOD
HERO
SR **DR**
RESISTANCES
POOL POINTS

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
hide armor (advanced, no Max Dex bonus or Dex penalty)	4					20 20.0

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
composite long bow	+5+1	1d8+3	20,x3	110	P	3.0	+point blank shot
battle axe	+3	1d12+4	20,x3		S	12.0	

