

Råde (Spirit Animal of Caine Fata)

CHARACTER
Hyena Medium Male
 RACE & LA SIZE GENDER
 3 Neutral -
 AGE ALIGNMENT DEITY
 LANGUAGES: hyena

PLAYER
 3'0" 130 lbs mottled brown/black black fur
 HEIGHT WEIGHT HAIR EYES SKIN
 Storvall Plateau, Varisia, Golarion (ISWG-197)
 HOMETLAND & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	14	2	14			
DEX	15	2	15			
CON	15	2	15			
INT	6	-2	6			
WIS	13	1	13			
CHA	6	-2	6			

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
5	5	2	Spirit Animal	1			2	2	0	1
TOTAL HP			TOTALS							
5			1			0 0 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	15	-10+	0	0	2		3			
TOUCH	12	-10+			2					
FLAT-FOOT	13	-10+	0	0	0		3			

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	4	2	2			
REF	4	2	2			
WILL	1	0	1			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	3	1		2		
RANGED	3	1		2		
CMB	3	1	DEX	2		
CMD	15	-10+	B1B	0	STR & DEX	4

ARMOR CHECK PENALTY: 0
 MAXIMUM DEX: --
 SPELL FAILURE: 0%

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

Spirit Animal treated as Familiar (PCR-82) Skill Focus (Perception)
 Int = 6, Natural AC+1 Racial Modifiers +4 Stealth in tall grass
 low-light vision,
 scent - detect 30', downwind 60', upwind 15'
 alertness - adjacent master is alert
 improved evasion - reflex save, 0 dam, missed 1/2 dam
 Share Spells - Master can cast "you" spells on familiar
 Empathic Link (Su) - share emotions up to 1 mile
 Shaman Bone Spirit - under constant blur, 20% concealment

SKILLS										
	TOTAL	RANKS	ABILITY	TRAINED	MISC					
* ACROBATICS	2		2							
* APPRAISE	-2		-2							
* BLUFF	-2		-2							
* CLIMB	2		2							
* CRAFT: alchemy	2	1	-2	3						
* DIPLOMACY	-2		-2							
* DISABLE DEVICE			2							
* DISGUISE	-2		-2							
* ESCAPE ARTIST	2		2							
* FLY	6	1	2	3						
* HANDLE ANIMAL			-2							
* HEAL	1		1							
* INTIMIDATE	-2		-2							
* KN: planes	-1	1	-2							
* KN: religion	-1	1	-2							
* KN:			-2							
* KN:			-2							
* KN:			-2							
* KN:			-2							
* KN:			-2							
* LINGUISTICS			-2							
* PERCEPTION	8	2	1	3	2					
* PERFORM	-2		-2							
* PROF:			1							
* RIDE	2		2							
* SENSE MOTIVE	1		1							
* SLEIGHT OF HAND			2							
* SPELLCRAFT	2	1	-2	3						
* STEALTH	6	1	2	3						
* SURVIVAL	5	1	1	3						
* SWIM	2		2							
* USE MAGIC DEVICE			-2							

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 50
INIT 2 = 2 DEX MOD + MISC MOD
HERO
SR **DR**
RESISTANCES
POOL POINTS

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR						
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
bite	+3	1d6+3	20				+ trip