

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
<b>STR</b>	14	2	14			
<b>DEX</b>	15	2	15			
<b>CON</b>	15	2	15			
<b>INT</b>	10	0	10			
<b>WIS</b>	13	1	13			
<b>CHA</b>	6	-2	6			

HITPOINTS			CLASS RECORDER									
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS		
46	46	10	Spirit Animal	7			3	3	7	10		
TOTAL HP			TOTALS			7	0	0	3	3	7	10

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	19	-10+	0	0	2		7			
<b>TOUCH</b>	12	-10+			2					
<b>FLAT-FOOT</b>	17	-10+	0	0	0		7			

SKILLS					RANKS TOTAL	
TOTAL	RANKS	ABILITY	TRAINED	MISC	63	
<input checked="" type="checkbox"/> ACROBATICS	DEX	2	2			
<input type="checkbox"/> APPRAISE	INT	0	0			
<input type="checkbox"/> BLUFF	CHA	-2	-2			
<input checked="" type="checkbox"/> CLIMB	STR	2	2			
<input checked="" type="checkbox"/> CRAFT: alchemy	INT	10	7	0	3	
<input type="checkbox"/> DIPLOMACY	CHA	-1	1	-2		
<input type="checkbox"/> DISABLE DEVICE	DEX			2		
<input type="checkbox"/> DISGUISE	CHA	-2	-2			
<input type="checkbox"/> ESCAPE ARTIST	DEX	2	2			
<input checked="" type="checkbox"/> FLY	DEX	15	10	2	3	
<input type="checkbox"/> HANDLE ANIMAL	CHA	-1	1	-2		
<input type="checkbox"/> HEAL	WIS	2	1	1		
<input type="checkbox"/> INTIMIDATE	CHA	-2	-2			
<input type="checkbox"/> KN: nature	INT	1	1	0		
<input type="checkbox"/> KN: planes	INT	10	10	0		
<input type="checkbox"/> KN: religion	INT	10	10	0		
<input type="checkbox"/> KN:	INT			0		
<input type="checkbox"/> KN:	INT			0		
<input type="checkbox"/> KN:	INT			0		
<input type="checkbox"/> LINGUISTICS	INT			0		
<input checked="" type="checkbox"/> PERCEPTION	WIS	8	2	1	3	2
<input type="checkbox"/> PERFORM:	CHA	-2	-2			
<input type="checkbox"/> PROF:	WIS	2	1	1		
<input type="checkbox"/> RIDE	DEX	3	1	2		
<input type="checkbox"/> SENSE MOTIVE	WIS	1	1			
<input type="checkbox"/> SLEIGHT OF HAND	DEX			2		
<input checked="" type="checkbox"/> SPELLCRAFT	INT	13	10	0	3	
<input checked="" type="checkbox"/> STEALTH	DEX	6	1	2	3	
<input checked="" type="checkbox"/> SURVIVAL	WIS	11	7	1	3	
<input checked="" type="checkbox"/> SWIM	STR	2	2			
<input type="checkbox"/> USE MAGIC DEVICE	CHA			-2		
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					

SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
<b>FORT</b>	5	3	2			
<b>REF</b>	5	3	2			
<b>WILL</b>	8	7	1			

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
<b>MELEE</b>	9		2			
<b>RANGED</b>	9		2			
<b>CMB</b>	9	7	DEX	2		
<b>CMD</b>	21	-10+	B7B	0	STR & DEX	4

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

Spirit Animal treated as Familiar (PCR-82) Skill Focus (Perception)  
 Int = 19, Natural AC+5 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  
 - deliver touch spells  
 Speak with master  
 Speak with animals of its kind

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

SPEED				
BASE	FLY	SWIM	CLIMB	MISC
50				
INIT				
2	=	2	DEX MOD	+ MISC MOD
HERO				
SR				
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