

Shikoko (Vessel of Planetar Angel Pilanēti)
 CHARACTER
 Ryven (Angelic Vessel) M Male
 RACE & LA SIZE GENDER
 14 Lawful Good Sarenae, the Dawnflower
 AGE ALIGNMENT DEITY
 Languages: Common, Celestial, Draconic, Infernal, truespeech

David
 PLAYER
 5'10" 250 lbs gray fur/white stripe black -
 HEIGHT WEIGHT HAIR EYES SKIN
 Palakar Forest, Druma
 HOMELAND & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	22	6	18	4		
DEX	20	5	14	6		
CON	22	6	16	6		
INT	22	6	10	-4	16	
WIS	25	7	12	2	11	
CHA	24	7	10		14	

HITPOINTS			CLASS RECORDER										
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS			
53	38	3	Ryven (Monstrous Humanoid)	3	6		1	3	3	3			
	14	1	Paladin	1	8	1	2	0	2	1			
TOTAL HP			53	FAVORED CLASS	Paladin	TOTALS	4	14	1	3	3	5	4

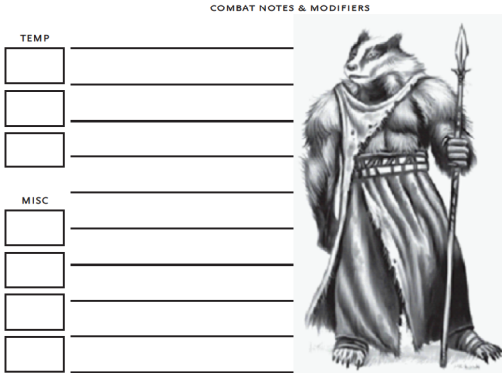
ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	26	-10+	3	0	5		1	7		
TOUCH	22	-10+			5			7		
FLAT-FOOT	21	-10+	3	0	0		1	7		

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	11	3	6	2		
REF	10	3	5	2		
WILL	14	5	7	2		

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	10	4		6		
RANGED	9	4		5		
CMB	11	4	WIS	7		
CMD	32	-10+	B4B	7	11	



FEATS & FEATURES	
CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	
Race: Ryven (ToHC-518) HD: d8 skills 2+IntMod	Power Attack +1 attack for +2 damage
formerly worshipped Domga, "The Badger God"	Cleave - second attack if first hits
Darkvision 60', Low-light Vision x2	Weapon Focus (greatsword)
Scent: Detect Others by Smell	
Born Tracker: +4 tracking (survival)	
Slippery: +4 Escape Artist	Angel Feats: Great Fortitude, Improved Init, Iron Will, Lightning Reflexes
Natural Armor +1	Planetar (Bestiary 1-11)
Angelic Vessel (Planetar) (Adv.Bestiary-25)	Languages: Gain angel's language & truespeech
Deflective AC +Cha Mod=7	Feats: Gain angel's non-combat feats
Angelic Defense: +4 saves vs Poison & Petrification	Skills: Racial skills of angel + angel rank (65) craft/knowledge
Spell Vulnerability: Dismissal, Dispel Good, Banishment	Abilities: Gain Angelic Int (22), Wis (25), Cha (24) if higher
Dying Burst: as Holy Word w/in 60'	Mass Charm Monster (1/week)
Sacred Attacks: Melee +2d6 damage & good	Power Word Stun, Waves of Fatigue (1/day)
Sacred Smite: swift smite vs evil+Cha Mod attack & dam	Holy Smite, L. Restoration, Remove Curse & Disease (3/day)
- (x2 vs evil subtype & banishment vs evil outsider) 1/day	Spell-like Abilities: Detect Evil & Cure Light Wounds (at will)

SKILLS					RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS *	DEX 4		5		
* APPRAISE	INT 6		6		
* BLUFF	CHA 7		7		
* CLIMB *	STR 6	1	6		
* CRAFT:	INT 26	17	6	3	
* DIPLOMACY	CHA 11	1	7	3	
* DISABLE DEVICE *	DEX		5		
* DISGUISE	CHA 7		7		
* ESCAPE ARTIST *	DEX 12	1	5	3	4
* FLY *	DEX 4		5		
* HANDLE ANIMAL	CHA 11	1	7	3	
* HEAL	WIS 11	1	7	3	
* INTIMIDATE	CHA 7		7		
* KN: history	INT 23	14	6	3	
* KN: planes	INT 26	17	6	3	
* KN: religion	INT 26	17	6	3	
* KN: nobility	INT 10	1	6	3	
* KN:	INT		6		
* KN:	INT		6		
* LINGUISTICS	INT		6		
* PERCEPTION	WIS 11	1	7	3	
* PERFORM:	CHA 7		7		
* PROF:	WIS 11	1	7	3	
* RIDE *	DEX 8	1	5	3	
* SENSE MOTIVE	WIS 11	1	7	3	
* SLEIGHT OF HAND *	DEX		5		
* SPELLCRAFT	INT 10	1	6	3	
* STEALTH *	DEX 5	1	5		
* SURVIVAL	WIS 12	1	7	4	
* SWIM *	STR 6	1	6		
* USE MAGIC DEVICE	CHA		7		
* STR					
* STR					
* STR					
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* STR					
* STR					

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		SPEED		INIT				
SLOW	FAST	BASE	MOD	BASE	FLY	SWIM	CLIMB	MISC
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		5	4					

ARMOR & WEAPONS						
ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Studded leather	3	5	-1	15	Lt	25.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
greatsword	+10+1	2d6+9	19-20/x2		S		
claws (2)	+10	1d4+6	20,x2		S		
bite	+10	1d6+6	20,x2		P		

