

Tyto
 CHARACTER: Owl S Male
 RACE & LA: 4 Neutral
 AGE: 4 Alignment: Neutral Deity:
 Languages: understands Common, Sylvan

David
 PLAYER: 1'0 8 lbs white feathers yellow -
 HEIGHT WEIGHT HAIR EYES SKIN
 Murrage, Everglow (Ponyfinder CS 89)
 HOMELAND & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	6	-2	6			
DEX	17	3	17			
CON	11	0	11			
INT	6	-2	6			
WIS	15	2	15			
CHA	6	-2	6			

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
4	4	1	Familiar	0	2		2	5	2	1
TOTAL HP			TOTALS							
4			0 2 0 2 5 2 1							

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	16	-10+	0	0	3	2	1			
TOUCH	15	-10+			3	2				
FLAT-FOOT	13	-10+	0	0	0	2	1			

SKILLS						RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC		9
<input checked="" type="checkbox"/> Acrobatics	DEX	3		3		
<input type="checkbox"/> Appraise	INT	-2		-2		
<input type="checkbox"/> Bluff	CHA	-2		-2		
<input checked="" type="checkbox"/> Climb	STR	-2		-2		
<input type="checkbox"/> Craft	INT	-1	1	-2		
<input type="checkbox"/> Diplomacy	CHA	-2		-2		
<input type="checkbox"/> Disable Device	DEX			3		
<input type="checkbox"/> Disguise	CHA	-2		-2		
<input type="checkbox"/> Escape Artist	DEX	3		3		
<input checked="" type="checkbox"/> Fly	DEX	7	1	3	3	
<input type="checkbox"/> Handle Animal	CHA			-2		
<input type="checkbox"/> Heal	WIS	2		2		
<input type="checkbox"/> Intimidate	CHA	-2		-2		
<input type="checkbox"/> KN: (arcana)	INT	-1	1	-2		
<input type="checkbox"/> KN: (history)	INT	-1	1	-2		
<input type="checkbox"/> KN: (nature)	INT	-1	1	-2		
<input type="checkbox"/> KN: (planes)	INT	-1	1	-2		
<input type="checkbox"/> KN:	INT			-2		
<input type="checkbox"/> KN:	INT			-2		
<input type="checkbox"/> Linguistics	INT			-2		
<input checked="" type="checkbox"/> Perception	WIS	10	1	2	3	4
<input type="checkbox"/> Perform	CHA	-2		-2		
<input type="checkbox"/> Prof:	WIS			2		
<input type="checkbox"/> Ride	DEX	3		3		
<input type="checkbox"/> Sense Motive	WIS	2		2		
<input type="checkbox"/> Sleight of Hand	DEX			3		
<input type="checkbox"/> Spellcraft	INT	-1	1	-2		
<input checked="" type="checkbox"/> Stealth	DEX	15		3		12
<input type="checkbox"/> Survival	WIS	2		2		
<input checked="" type="checkbox"/> Swim	STR	-2		-2		
<input type="checkbox"/> Use Magic Device	CHA	-1	1	-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	
FORT	2	2	0			
REF	8	5	3			
WILL	4	2	2			

ATTACKS							
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC		
MELEE	0		-2	2			
RANGED	5		3	2			
CMB	1	0	DEX	3	2	-4	
CMD	9	-10+	BOB	0	STR & DEX	2	-4



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

Familiar: Owl
 Speed 10 ft., fly 60 ft. (average)
 Senses low-light vision; Perception +10
 Racial Modifiers +4 Perception, +4 Stealth
 Tiny: +2 AC, +2 attack, -2 CMB, -2 CMD, +8 Stealth
 Natural AC +1, Int 6
 link: empathic link w/ caster
 share spells: deliver "you" spells on familiar
 Improved Evasion (Ex): Made Reflex save, takes 0 not 1/2 dam
 Alertness: +2 Perception & Sense Motive when near master

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

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	10	60			
INIT	3	=	3	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
talons (x2)	+5	1d4-2					