

Vole Fann

CHARACTER
Strix medium female
 RACE & LA SIZE GENDER
 15 Neutral Evil
 AGE ALIGNMENT DEITY

PLAYER
 5'10" 125 lb pale gray black dark gray
 HEIGHT WEIGHT HAIR EYES SKIN
 Devil's Perch, Avistan
 HOMELAND & BACKGROUND OCCUPATION



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

LANGUAGES: Strix, Tengu, Syrinx

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	15	2	15			
DEX	18	4	16	2		
CON	18	4	18			
INT	14	2	14			
WIS	10	0	10			
CHA	19	4	21	-2		

HITPOINTS

CURRENT HP	HP GAINED	HD
14	14	1
NONLETHAL HP DAM		
TEMPORARY HP		
TOTAL HP	14	FAVORED CLASS

CLASS RECORDER

CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Bloodrager	1	6		2	0	0	1
TOTALS	1	6	0	2	0	0	1

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	20	-10+	6	0	4					
TOUCH	14	-10+			4					
FLAT-FOOT	16	-10+	6	0	0					

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

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	6	2	4			
REF	4	0	4			
WILL	0	0	0			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	3	1		2		
RANGED	5	1		4		
CMB	5	1	CON	4		
CMD	17	-10+	B1B	0	STA & DEFLECT	6

COMBAT NOTES & MODIFIERS



FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Strix (ISR-182,249) Extra Rage + 6 rnds rage/day (ACG-124)
 low-light vision & Darkvision 60'
 Hatred: +1 attack vs humans
 Nocturnal: +2 perception & stealth at night
 Suspicious: +2 save vs illusions
 Class: Bloodrager (ACG-15) HD d10, skills: 4+IntMod
 Weapon Prof: All simple & martial
 Armor Prof: Light, Med. Armor & shields
 Fast Movement: Fly +10'
 Bloodrage: +4 Con/Str, +2 Will, -2 AC, x=14 rnd/day
 Bloodline: Black Blood (ACO-8)
 Black Blood (Su) - after damage, while raging, attacks +1d6 cold for 2 rnds, 3/day

SKILLS

SKILL	DEX	INT	CHA	STR	WIS	WILL	LEVELS
<input checked="" type="checkbox"/> ACROBATICS	4		4				
<input type="checkbox"/> APPRAISE		2	4				
<input type="checkbox"/> BLUFF			4				
<input checked="" type="checkbox"/> CLIMB	2		2				
<input type="checkbox"/> CRAFT		2	2				
<input type="checkbox"/> DIPLOMACY		4	4				
<input type="checkbox"/> DISABLE DEVICE			4				
<input type="checkbox"/> DISGUISE			4				
<input checked="" type="checkbox"/> ESCAPE ARTIST	4		4				
<input checked="" type="checkbox"/> FLY	13	1	4	3	5		
<input checked="" type="checkbox"/> HANDLE ANIMAL			4				
<input type="checkbox"/> HEAL		0	0				
<input checked="" type="checkbox"/> INTIMIDATE		8	1	4	3		
<input checked="" type="checkbox"/> KN: arcana		6	1	2	3		
<input type="checkbox"/> KN:				2			
<input type="checkbox"/> KN:				2			
<input type="checkbox"/> KN:				2			
<input type="checkbox"/> KN:				2			
<input type="checkbox"/> KN:				2			
<input type="checkbox"/> LINGUISTICS			2				
<input checked="" type="checkbox"/> PERCEPTION		6	1	0	3	2	
<input type="checkbox"/> PERFORM		4		4			
<input type="checkbox"/> PROF:				0			
<input checked="" type="checkbox"/> RIDE		4		4			
<input type="checkbox"/> SENSE MOTIVE		0		0			
<input type="checkbox"/> SLEIGHT OF HAND			4				
<input checked="" type="checkbox"/> SPELLCRAFT		6	1	2	3		
<input checked="" type="checkbox"/> STEALTH		6		4		2	
<input checked="" type="checkbox"/> SURVIVAL		4	1	0	3		
<input checked="" type="checkbox"/> SWIM		2		2			
<input type="checkbox"/> USE MAGIC DEVICE				4			
<input type="checkbox"/>							
<input type="checkbox"/>							
<input type="checkbox"/>							
<input type="checkbox"/>							
<input type="checkbox"/>							
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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 BASE 30 FLY 70 SWIM CLIMB MISC

INIT 4 = 4 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 Avian Scale Mail +1	6				Med	10.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
bill hook (as ranseur)	+3	2d4	x3		P/S	10.0	
long bow	+5	1d8	x3	100	P	3.0	

