

Vole Fann
 CHARACTER
Strix medium female
 RACE & LA SIZE GENDER
 15 Neutral Evil
 AGE ALIGNMENT DEITY
 LANGUAGES: Strix, Tengu, Syrinx

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



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	15	2	15			
DEX	22	6	16	2	4	
CON	18	4	18			
INT	14	2	14			
WIS	10	0	10			
CHA	19	4	21	-2		

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
104	104	10	Bloodrager	10	60		7	3	3	10	
TOTAL HP			TOTALS		10	60	0	7	3	3	10

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	24	-10+	8	0	6					
TOUCH	16	-10+			6					
FLAT-FOOT	18	-10+	8	0	0					

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	11	7	4			
REF	9	3	6			
WILL	3	3	0			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	12	10		2		
RANGED	16	10		6		
CMB	14	10	CON	4		
CMD	28	-10+	10	0	8	

COMBAT NOTES & MODIFIERS

second attack +5 BAB

SKILLS					RANKS TOTAL	60
TOTAL	RANKS	ABILITY	TRAINED	MISC		
<input checked="" type="checkbox"/> ACROBATICS	DEX	10	1	6	3	
<input type="checkbox"/> APPRAISE	INT	2		2		
<input type="checkbox"/> BLUFF	CHA	4		4		
<input checked="" type="checkbox"/> CLIMB	STR	6	1	2	3	
<input type="checkbox"/> CRAFT	INT	2		2		
<input type="checkbox"/> DIPLOMACY	CHA	4		4		
<input type="checkbox"/> DISABLE DEVICE	DEX			6		
<input type="checkbox"/> DISGUISE	CHA	4		4		
<input type="checkbox"/> ESCAPE ARTIST	DEX	6		6		
<input checked="" type="checkbox"/> FLY	DEX	30	10	6	3	11
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA			4		
<input type="checkbox"/> HEAL	WIS	0		0		
<input checked="" type="checkbox"/> INTIMIDATE	CHA	17	10	4	3	
<input checked="" type="checkbox"/> KN: arcana	INT	15	10	2	3	
<input type="checkbox"/> KN:	INT			2		
<input type="checkbox"/> KN:	INT			2		
<input type="checkbox"/> KN:	INT			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	15	10	0	3	2
<input type="checkbox"/> PERFORM	CHA	4		4		
<input type="checkbox"/> PROF:	WIS			0		
<input checked="" type="checkbox"/> RIDE	DEX	10	1	6	3	
<input type="checkbox"/> SENSE MOTIVE	WIS	0		0		
<input type="checkbox"/> SLEIGHT OF HAND	DEX			6		
<input checked="" type="checkbox"/> SPELLCRAFT	INT	15	10	2	3	
<input type="checkbox"/> STEALTH	DEX	8		6	2	
<input checked="" type="checkbox"/> SURVIVAL	WIS	9	6	0	3	
<input checked="" type="checkbox"/> SWIM	STR	6	1	2	3	
<input type="checkbox"/> USE MAGIC DEVICE	CHA			4		
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					

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'	Improved Initiative +4
Hatred: +1 attack vs humans	Diehard - not unconscious at 0 hp, 1 hp dam to attack
Nocturnal: +2 perception & stealth at night	Raging Concentration - cast spells while raging
Suspicious: +2 save vs illusions	Fly By Attack - Attack during move (B1-315)
Class: Bloodrager (ACG-15) HD d10, skills: 4+IntMod	Skill Focus (Fly) +6 to fly checks
Weapon Prof: All simple & martial	Powerful Wings - two wing attacks (ISMC-53)
Armor Prof: Light, Med. Armor & shields	Throw Anything
Fast Movement: Fly +10'	Snatch & Drop - grapple and move target half remaining move (ISMC-53)
Bloodrage: +4 Con/Str, +2 Will, -2 AC, x=14 rnd/day	Fling - throw creature (ISMC-53) dam 1d6 subject & target
Bloodline: Black Blood (ACO-8)	Black Blood Resistance +2 save ability/energy drain, death, disease, paralysis, poison
Black Blood (Su) - after damage, while raging, attacks +1d6 cold for 2 rnds, 3/day	Damage Reduction (Ex) 2/-
Black Blood Resistance - resist cold 5	Improved Uncanny Dodge (Ex) - can't be flanked
Uncanny Dodge (Ex) - no flatfoot, keep dex AC vs invisible	Abnormal Reach (Su) - range increases by 5'
Blood Sanctuary (Su) - +2 save vs own or allies spells	Eschew Materials - no need for spell materials

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Avian Scale Mail +3	8				Med	10.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
billhook of black blood +3, (as ranseur)	+12+3	2d4+3+3	20,x3		P/S	10.0	
long bow of the stryx +3	+16+3	1d8+2+3	20,x3	100	P	3.0	
wings (secondary attack)	+12	1d6+3			B		

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
	30	70			

INIT 10 = 6 DEX MOD + 4 MISC MOD

HERO

SR DR 2

RESISTANCES cold 5

POOL POINTS

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS			
☞	ITEM	QTY / USES	WGT N/A WEIGHT
	quiver w/ 20 arrows		

EQUIPMENT & MAGIC ITEMS			
☞	ITEM	QTY / USES	WGT N/A WEIGHT
	Avian Scale Mail +3		
	- weighs 10 lb, no encumbrance to move or fly, no dex max		
	+5 to fly checks		
	longbow of the Strix +3 when wielded by Strix, +4 when strix is flying		
	billhook of black blood +3 when wielded by black-blooded		
	+1d6 cold dam, save vs fort or fatigued		
	gauntlets of the arcane touch		
	+3 DC to spells delivered by melee or ranged touch		

WORN MAGIC ITEM EQUIPMENT
EQUIPMENT SLOTS FOR MAGIC ITEMS
BELT:
BODY:
CHEST:
EYES:
FEET:
HANDS:
HEAD:
HEADBAND:
NECK:
RING:
RING:
SHOULDERS:
WRIST:

BAGS & CONTAINERS	
☞	CONTAINER

TREASURE CARRIED	
☞	TREASURE

CURRENCY			
	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD			
SILVER			
COPPER			

CARRIED WEIGHT			
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC
23.0	0.0	0.0	
			TOTAL
			23.0

LOADS & LIFT	
LIGHT LOAD	MEDIUM LOAD
67	133
0	0
N	
200	400
LIFT ABOVE HEAD	
200	400
LIFT OFF GROUND	
DRAG & PUSH	
1000	1000
MODIFIED LOAD	
0	0

CURRENT LOAD			
LIGHT	MEDIUM	HEAVY	
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
<input type="text" value="14"/>	<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text" value="15"/>	<input type="text" value="1st"/>	<input type="text" value="3"/>	<input type="text" value="2"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text" value="5"/>
<input type="text" value="16"/>	<input type="text" value="2nd"/>	<input type="text" value="2"/>	<input type="text" value="1"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text" value="4"/>
<input type="text" value="17"/>	<input type="text" value="3rd"/>	<input type="text" value="2"/>	<input type="text" value="1"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text" value="2"/>
<input type="text"/>	<input type="text" value="4th"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="5th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="6th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="7th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="8th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="9th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CLOSE: 25FT + 5FT / 2 LVL MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

BLOODLINES & PATRONS

BLOODLINE/PATRON

BLOODLINE/PATRON

DOMAINS

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

WIZARD SPECIALITY SCHOOL

SPECIALITY

FOCUSED

PROHIBITED

PROHIBITED

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
<input type="text"/>	<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="1st"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="2nd"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="3rd"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="4th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="5th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="6th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="7th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="8th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="9th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CLOSE: 25FT + 5FT / 2 LVL MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
1			Chill Touch - One touch/level deals 1d6 damage and possibly 1 Str damage.	necromancy	instant	touch	fort	yes	PCR
1			Frostbite - melee touch attack deals 1d6 cold damage + 1 point per level, and the target is fatigued	transmutation	instant	touch	none	yes	UM
1			Ice Armor - create ice breastplate w/ hardness 0 and 30 hit points	transmutation	1 hr/lvl	touch	none	no	ISG
1			Strong Wings - increase fly by 10' and improve maneuverability	transmutation	1 min/lvl	touch	fort	yes	ARG
1			Touch of Bloodletting - cause existing wounds on a target to bleed profusely (1 hp/rnd & exhausted)	necromancy	1 rnd/lvl	touch	will	yes	ISG
1			Winter Feathers - no harm from cold environment	abjuration	24 hrs	touch	will	yes	ARG
2			unshakable chill - Target is afflicted with severe cold. 1d6/10 min	necromancy	10 min/lvl	close	fort	yes	UM
2			frigid touch - 4d6 points of cold damage and staggers target for 1 round	evocation	instant	touch	none	yes	UM
2			Elemental Touch - Gain energy damage touch attack 1d6 dam + effect	evocation	1 rnd/lvl	personal	none	no	APG
2			Ghoul Touch - Paralyzes one subject, which exudes stench that makes those nearby sickened.	necromancy	1d6+2 rnds	touch	fort	yes	PCR
2			Steal Breath - deal 2d6 damage plus no spells with verbal component	transmutation	1 rnd	close	fort	yes	ARG
3									
3			Gloomblind Bolts - Ranged touch attack deals 4d6 negative energy, 1 bolt +1/four levels (max 3).	conjuration	instant	medium	reflex	yes	ARG
3			Vampiric Touch Touch deals 1d6 damage per two levels; caster gains damage as temporary hp.	necromancy	instant	touch	none	yes	PCR