

Nyani

CHARACTER
Banderlog Medium Male
RACE & LA SIZE GENDER
 14 Neutral Gozreh
AGE ALIGNMENT DEITY

PLAYER
 4' 2" 100 lbs grayish-brown fur brown fur
HEIGHT WEIGHT HAIR EYES SKIN
 Mwangi Expanse
HOMELAND & BACKGROUND OCCUPATION



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

LANGUAGES: Banderlog, Common

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	20	5	16	4		
DEX	22	6	18	4		
CON	18	4	16	2		
INT	12	1	14	-2		
WIS	12	1	10	2		
CHA	6	-2	10	-4		

HITPOINTS

CURRENT HP	HP GAINED	HD
51	36	3
	12	1
NONLETHAL HP DAM		
TEMPORARY HP		
TOTAL HP	51	FAVORED CLASS
		Banderlog

CLASS RECORDER

CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Banderlog	3	15	3	1	3	3	3
Ranger	1	7		2	2	0	1
TOTALS	4	22	3	3	5	3	4

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	19	-10+	0	0	6		1	2		
TOUCH	17	-10+			6		1			
FLAT-FOOT	12	-10+	0	0	0		2			

ARMOR CHECK PENALTY **0**

MAXIMUM DEX **--**

SPELL FAILURE **0%**

COMBAT NOTES & MODIFIERS



SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	7	3	4			
REF	11	5	6			
WILL	4	3	1			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	9	4		5		
RANGED	10	4		6		
CMB	10	4	DEX	6		
CMD	26	-10+	B4B	DODGE & DEFLECT	STR & INT	

SKILLS

SKILL	DEX	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS *	DEX	6		6		
* APPRAISE	INT	1		1		
* BLUFF	CHA	-2		-2		
* CLIMB *	STR	9	1	5	3	
* CRAFT:	INT	5	1	1	3	
* DIPLOMACY	CHA	-2		-2		
* DISABLE DEVICE *	DEX			6		
* DISGUISE	CHA	-2		-2		
* ESCAPE ARTIST *	DEX	6		6		
* FLY *	DEX	6		6		
* HANDLE ANIMAL	CHA	2	1	-2	3	
* HEAL	WIS	5	1	1	3	
* INTIMIDATE	CHA	2	1	-2	3	
* KN: dungeoneering	INT	5	1	1	3	
* KN: geography	INT	5	1	1	3	
* KN: nature	INT	8	4	1	3	
* KN:	INT			1		
* KN:	INT			1		
* KN:	INT			1		
* LINGUISTICS	INT			1		
* PERCEPTION	WIS	8	4	1	3	
* PERFORM:	CHA	-2		-2		
* PROF:	WIS			1		
* RIDE *	DEX	6		6		
* SENSE MOTIVE	WIS	1		1		
* SLEIGHT OF HAND *	DEX			6		
* SPELLCRAFT	INT	5	1	1	3	
* STEALTH *	DEX	13	4	6	3	
* SURVIVAL	WIS	6	1	1	3	1
* SWIM *	STR	9	1	5	3	
* USE MAGIC DEVICE	CHA			-2		
* STR	STR					
* STR	STR					
* STR	STR					
* STR	STR					
* 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

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Banderlog (ToHC-45) Monstrous Humanoid HD: d10	Banderlog Feats (2) Skills (4+Int Mod/lvl)
Darkvision 60', Natural Armor +2	Dodge: +1 AC
Class: Ranger HD: d10 skills: 6+Int Mod	Power attack -1 to hit for +2 damage
Archetype: Wild Hunter (ACG)	Improved Initiative +4
Animal Focus (Su) - gain animal ability (1 min/day/lvl)	
Track (Ex) +lv/2 survival	
Wild Empathy (Ex) - Improve attitude of wild animal	

EXPERIENCE SLOW MEDIUM FAST 0 / 20,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
	40			30	

INIT	10	=	6	DEX MOD	+	4	MISC MOD
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HERO

SR **DR**

RESISTANCES

POOL POINTS

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR none						
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
bite	+9	1d6+5	20,x2		P		
coconut/rock throwing	+10	1d6+7	20,x2	50	B		