Shikoko (Vessel of Planetar Angel Pilanēti) David Ryven (Angelic Vessel) Male 5'10" black 250 lbs gray fur/white stripe RACE & LA GENDER HEIGHT WEIGHT EYES 14 Lawful Good Sarenae, the Dawnflower Palakar Forest, Druma Common, Celestial, Draconic, Infernal, truespeech Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012 **HITPOINTS CLASS RECORDER** ARILITY SCORE 24 18 2 **STR** 4 38 3 Ryven (Monstrous Humanoid) 3 6 1 3 3 3 20 5 70 5 5 14 6 4 1 4 5 DEX Paladin 40 5 22 6 CON 16 6 NONLETHAI 22 INT 6 10 -4 16 25 7 12 2 WIS 11 8 46 5 5 4 7 TOTAL HP Paladin **TOTALS** 8 24 10 14 **CHA** ABILITY SCORE & ⋆□ ACROBATICS ◆ DE) 5 4 **ATTACKS & DEFENSE** ★□ APPRAISE INT 6 6 BLUFF CHA 0 7 AC 35 5 =10+ *□ CLIMB STR 7 CRAFT: INT 26 17 6 22 5 7 MAXIMUM **TOUCH** 5 =10+ DIPLOMACY 15 CHA 5 7 3 ☐ DISABLE DEVICE ◆ DEX 5 30 12 0 0 1 7 35% **FLAT-FOOT -10**+ FAILURE Disguise CHA 7 COMBAT NOTES & MODIFI ★ ■ ESCAPE ARTIST ◆ DEX 12 5 3 DEX 4 ABILITY 2 ✓ HANDLE ANIMAL СНА 15 5 7 3 13 5 6 **FORT** ∗**☑** HEAL WIS 15 5 7 3 11 4 5 2 *□ INTIMIDATE REF CHA ☑ KN: history INT 23 14 6 3 2 WILL 16 ☑ KN: planes 30 21 6 3 ☑ KN: religion INT 30 21 6 3 BASE ATTACK BONUS ☑ KN: nobility INT 6 3 14 MELEE 15 7 8 ☐ Kn: INT 6 ☐ KN: INT 6 RANGED 13 8 5 ■ LINGUISTICS INT 6 ⋆
✓ PERCEPTION WIS 15 5 7 3 **CMB** 15 8 WIS 7 ♠□ PERFORM: ✓ PROF: 11 WIS 7 3 CMD 37 B8B -10₊ ∗**⊠** Ride • DEX 5 3 8 SENSE MOTIVE 15 5 7 3 **FEATS & FEATURES** ☐ SLEIGHT OF HAND DEX 5 ✓ SPELLCRAFT INT 10 6 Race: Ryven (ToHC-518) HD: d8 skills 2+IntMod Power Attack +1 attack for +2 damage ⋆□ STEALTH ◆ 5 DEX 5 ⊹□ SURVIVAL WIS 12 7 formerly worshipped Domga, "The Badger God" Cleave - second attack if first hits ÷□ Swiм • 7 Darkvision 60', Low-light Vision x2 Weapon Focus (greatsword) ☐ USE MAGIC DEVICE СНА 7 STR Scent: Detect Others by Smell Power Attack -2 attack for +4 damage STR Born Tracker: +4 tracking (survival) Vital Strike - double damage on one attack per round STR STR Slippery: +4 Escape Artist Angel Feats: Great Fortitude, Improved Init, Iron Will, Lightning Reflexes STR Natural Armor +1 Planetar (Bestiary 1-11) STR Angelic Vessel (Planetar) (Adv.Bestiary-25) Languages: Gain angel's language & truespeech Deflective AC +Cha Mod=7 Feats: Gain angel's non-combat feats **EXPERIENCE** 15,000 23,000 Angelic Defense: +4 saves vs Poison & Petrification Skills: Racial skills of angel + angel rank (65) craft/knowledge BASE 30 **SPEED** Spell Vulnerability: Dismissal, Dispel Good, Banishment Abilities: Gain Angelic Int (22), Wis (25), Cha (24) if higher MISC 4 Dying Burst: as Holy Word w/in 60' Mass Charm Monster (1/week) INIT Sacred Attacks: Melee +2d6 damage & good Power Word Stun, Waves of Fatigue (1/day) **HERO** Sacred Smite: swift smite vs evil+Cha Mod attack & dam Holy Smite, L. Restoration, Remove Curse & Disease (3/day) SR DR - (x2 vs evil subtype & banishment vs evil outsider) 1/day Spell-like Abilities: Detect Evil & Cure Light Wounds (at will) RESISTANCES

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ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT					
ARMOR Plate Mail of the Dawnflower +3	12	5	-1	35	Hvy	50.0					
SHIELD											
WEAPON NAME & DESCRIPTION			D/	AMAGE		CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES	
Greatsword of the Dawnflower +3	sword of the Dawnflower +3 +15+1+3						17-20/×2		S		

Greatsword of the Dawnflower +3	+15+1+3	2d6+10+3	17-20/×2	S	
claws (2)	+15	1d4+7	20,x2	S	
bite	+15	1d6+7	20,x2	Р	

FEATS & SPECIAL ABILITIE	S			FEATS & SPECIAL ABILITIES												
NAME Class: Paladin HD: d10 skills 2+Int Mod	USES/DAY	USED	Me	ercv (Su)	: Lav On Han	nam ds also	remove	s one condition	1:	USES/DAY	USED					
Weapon Prof: All Simple & Martial; Armor Prof: All		Mercy (Su): Lay On Hands also removes one condition: - fatigued, shaken, or sickened														
Aura of Good (Ex) - as Paladin level		Channel Positive Energy (Su): heal 3d6 hp or damage w/in 30'														
Detect Evil (Sp) - as spell, 60' (at will)			$\overline{}$	_					oly, or keen etc. (5							
Smite Evil - +ChaMod attack & +Paladin Ivl dam vs e	vil (1/dav)		-	Н		1,			, ,							
- +ChaMod AC vs foe; dam bonus is 2*IvI vs evil sub			-	\vdash												
Divine Grace +Cha Mod to all saving throws		-	\vdash													
Lay On Hands (Su): heal IvI/2d6 hp or damage undead (IvI/2+C		\dashv	\vdash													
Aura of Courage (Su): Immune to fear & +4 saves for allies w/in 10'			-	\vdash												
Divine Health (Ex): Immune to all disease				\vdash												
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1		Bless	Water	- Make	es holy	water.																			
1		Bless	Weap	on - W	eapon/	e agains	st evil fo	es.																	
1		Creat	e Wate	er - Cre	eates 2	gallon	ıs/lev	vel of pu	ure wate																
1		Cure	Light V	Vounds	- Cure	es 1d8	dan	nage +	1/level (x +5).															
1		Detec	t Poisc	on - De	etects p	oison i	in or	ne creat	ture or s	ll object.															
1		Detec	t Unde	ad - R	eveals	undea	ad wi	ithin 60	ft.																
1		Diagr	ose Di	sease	- Dete	ct and	iden	ntify dise	eases.											<u> </u>					
1		Divine	e Favoi	r - You	gain +	1 per t	three	e levels	on attac	ck ar	ind damage rolls.														
1		Endu	re Elen	nents -	- Exist o	comfor	tably	y in hot	or cold i	regio	ions.										_				
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