

Shikoko (Vessel of Planetar Angel Pilanēti)

David

CHARACTER RYVEN (ANGELIC VESSEL) M Male 5'10" 250 lbs gray fur/white stripe black -



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

LANGUAGES: Common, Celestial, Draconic, Infernal, truespeech

ABILITY SCORE TABLE with columns for STR, DEX, CON, INT, WIS, CHA and rows for TOTAL, MOD, BASE, ENHANCE, MISC, TEMP.

HITPOINTS and CLASS RECORDER tables showing current HP (183), HP GAINED, HD, CLASS NAME, BAB, SKILL, FC HPS, FORT, REF, WILL, LEVELS.

ABILITY SCORE & RACIAL NOTES table

CONDITIONS & MISCELLANEOUS TRACKING

SKILLS RANKS TOTAL 151

ATTACKS & DEFENSE table with columns for AC, TOUCH, FLAT-FOOT, DODGE, NATURAL, DEFLECT, MISC, TEMP.

SKILLS table listing various skills like ACROBATICS, APPRAISE, BLUFF, CLIMB, CRAFT, DIPLOMACY, DISGUISE, ESCAPE ARTIST, FLY, HANDLE ANIMAL, HEAL, INTIMIDATE, KN, PERCEPTION, PERFORM, PROF, RIDE, SENSE MOTIVE, SLEIGHT OF HAND, SPELLCRAFT, STEALTH, SURVIVAL, SWIM, USE MAGIC DEVICE.

SAVING THROWS table with columns for FORT, REF, WILL, CLASS BASE, ABILITY, ENHANCE, MISC, TEMP.

COMBAT NOTES & MODIFIERS section with text: second attack at BAB +8, third attack at BAB +3, and an illustration of a badger character.

ATTACKS table with columns for MELEE, RANGED, CMB, CMD, TOTAL, BASE ATTACK BONUS, TEMP, ABILITY, SIZE, MISC.

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

FEATS & FEATURES table listing various traits like Race: Ryven (ToHC-518), formerly worshipped Domga, Darkvision 60', Scent: Detect Others by Smell, Born Tracker, Slippery, Natural Armor +1, Angelic Vessel (Planetar) (Adv.Bestiary-25), Deflective AC +Cha Mod=7, Angelic Defense, Spell Vulnerability, Dying Burst, Sacred Attacks, Sacred Smite, Planetar (Bestiary 1-11), Languages, Feats, Skills, Abilities, Mass Charm Monster, Power Word Stun, Holy Smite, Spell-like Abilities.

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 table showing 105,000 / 155,000

SPEED, INIT, HERO, SR, DR, RESISTANCES, POOL POINTS section with various stat boxes.

ARMOR & WEAPONS

ARMOR table with columns for ARMOR NAME & DESCRIPTION, AC BONUS, MAX DEX, PENALTY, SPELL FAIL, TYPE, WEIGHT.

WEAPON table with columns for WEAPON NAME & DESCRIPTION, ATTACK MODIFIERS, DAMAGE, CRITICAL, RANGE, TYPE, WEIGHT, AMMO & NOTES.

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED
Class: Paladin HD: d10 skills 2+Int Mod		
Weapon Prof: All Simple & Martial; Armor Prof: All		
Aura of Good (Ex) - as Paladin level		
Detect Evil (Sp) - as spell, 60' (at will)		
Smite Evil - +ChaMod attack & +Paladin lvl dam vs evil (1/day)		
- +ChaMod AC vs foe; dam bonus is 2*lvl vs evil subtype		
Divine Grace +Cha Mod to all saving throws		
Lay On Hands (Su): heal lvl/2d6 hp or damage undead (lvl/2+ChaMod/day)		
Aura of Courage (Su): Immune to fear & +4 saves for allies w/in 10'		
Divine Health (Ex): Immune to all disease		

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED
Mercy (Su): Lay On Hands also removes one condition: - fatigued, shaken , or sickened		
Channel Positive Energy (Su): heal 3d6 hp or damage w/in 30'		
Divine Bond (Sp): +1 to greatsword & flaming, holy, or keen etc. (5 min/day)		
additional feats:		
Great Cleave - keep attacking until miss		
Critical Focus* - +4 to confirm critical		
Bleeding Critical - criticals cause 2d6 bleed		

EQUIPMENT & MAGIC ITEMS			
#	ITEM	QTY / USES	WGT N/A WEIGHT
	Prestige Class: Crimson Templar		
	HD: d10, skills: 2 + Int Mod		
	Fiendish Studies - as move or swift action, study evil outsider, gain +4 on all skills, attack and damage		
	Deific Obedience: Sarenae (Exalted Obediences)		
	+2 sacred bonus to Perception		
	Shield of Wings - Fire resistance 10		
	Ruthlessness (Ex) Coup de grace to helpless opponent		
	Sneak Attack (ex) - as rogue +2d6 damage		
	Divine Boon (Exalted Tier 1):		
	1. Brightness (Sp) dancing lantern 3/day, continual flame 2/day, or daylight 1/day		
	Heavenly Fire (Su): incinerate unaware evil foes w/ celestial flame		
	+CT lvl6 damage (half fire damage) (CT lvl/day)		

EQUIPMENT & MAGIC ITEMS			
#	ITEM	QTY / USES	WGT N/A WEIGHT
	Plate Mail of the Dawnflower +3		
	- cast restoration, neutralize poison, remove disease or remove curse (1/day)		
	- no Dexterity bonus limit		
	Greatsword of the Dawnflower +3		
	- solar invocation - bright light blinds evil creatures (1/day)		
	- improved critical - doubles threat range		
	Belt of Giant Strength +6		

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	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

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

TREASURE CARRIED		
#	TREASURE	WEIGHT

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
50.0	0.0	0.0		50.0

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
704	1407	2111		2111	4222	10555
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/>		MEDIUM <input type="checkbox"/>	HEAVY <input type="checkbox"/>	

