Shikoko (Vessel of Planetar Angel Pilanēti) David Ryven (Angelic Vessel) Male 5'10" black 250 lbs gray fur/white stripe RACE & LA GENDER 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 32 11 18 4 **STR** 4 6 38 3 Ryven (Monstrous Humanoid) 3 6 1 3 3 3 183 20 5 70 14 6 5 5 4 4 5 DEX Paladin 40 5 1 70 5 Crimson Templar 5 40 3 3 2 5 22 6 CON 16 6 NONLETHAI 22 INT 6 10 -4 16 25 7 12 2 WIS 11 13 86 5 8 7 9 TOTAL HP Paladin **TOTALS** 13 24 10 14 **CHA** ABILITY SCORE & ⋆□ ACROBATICS ◆ DE) 5 4 ★□ APPRAISE INT 6 6 **ATTACKS & DEFENSE** BLUFF CHA 11 3 0 AC 35 5 =10+ \*□ CLIMB STR 11 11 CRAFT: 26 17 6 3 22 5 7 MAXIMUM **TOUCH** 5 =10+ DIPLOMACY 20 10 CHA 7 3 ☐ DISABLE DEVICE ◆ DEX 5 30 12 0 0 1 7 35% LAT-FOOT **-10**+ FAILURE Disguise CHA 7 ★ ■ ESCAPE ARTIST ◆ DEX 12 5 3 second attack at BAB +8 DEX 8 3 ABILITY 2 ✓ HANDLE ANIMAL СНА 15 5 7 3 16 8 6 third attack at BAB +3 **FORT** ∗**☑** HEAL WIS 20 10 7 3 14 7 5 2 REF CHA 11 1 7 3 ☑ KN: history INT 23 14 6 3 2 WILL 18 9 ☑ KN: planes 34 25 6 3 34 ☑ KN: religion INT 25 6 3 BASE ATTACK BONUS ☑ KN: nobility INT 10 3 19 6 MELEE 24 13 11 ☐ Kn: INT 6 ☐ KN: INT 6 RANGED 18 13 5 ■ LINGUISTICS INT 6 ⋆
✓ PERCEPTION WIS 22 10 7 3 **CMB** 24 13 STR 11 PERFORM: ✓ PROF: 11 WIS 7 3 CMD 46 BA33 16 -10<sub>+</sub> ∗**⊠** Ride • DEX 5 3 8 SENSE MOTIVE 10 7 3 20 **FEATS & FEATURES** ☐ SLEIGHT OF HAND 4 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 19 3 5 formerly worshipped Domga, "The Badger God" Cleave - second attack if first hits ÷□ Swiм • 11 11 Darkvision 60', Low-light Vision x2 Weapon Focus (greatsword) ☐ USE MAGIC DEVICE СНА 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 105.000 155,000 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** Fire 10 **POOL POINTS** 

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION

AC BONUS MAX DEX PENALTY SPELL FAIL TYPE WEIGHT

ARMOR Plate Mail of the Dawnflower +3

SHIELD

AC BONUS MAX DEX PENALTY SPELL FAIL TYPE WEIGHT

TYPE WEIGHT

SHIELD

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Greatsword of the Dawnflower +3	+24+1+3	2d6+16+3	17-20/×2		S		
claws (2)	+24	1d4+11	20,x2		S		
bite	+24	1d6+11	20,x2		Р		

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	FEATS & SPECIAL ABILITIES			USES/DAY	USED	1 6		ŀ	EA	NAME	SPECI/	AL ABIL	ITIES		USES/DAY	USED
⊢	ass: Paladin HD: d10 skills 2+Int Mod			M	Mercy (Su): Lay On Hands also removes one condition:											
We	eapon Prof: All Simple & Martial; Armor Prof: All			- fatigued, shaken , or sickened												
Au	ıra of Good (Ex) - as Paladin level			] <u> </u> c	Channel Positive Energy (Su): heal 3d6 hp or damage w/in 30'											
De	etect Evil (Sp) - as spell, 60' (at will)			D	ivine Bond (S	Sp): +1 to greats	swor	d & fla	ming, ho	ly, or kee	en etc. (5	min/day)				
Sn	nite Evil - +ChaMod attack & +Paladin lvl dam vs evil	l (1	/day)			IJ L										
- +	ChaMod AC vs foe; dam bonus is 2*lvl vs evil subtyp	ре				a	dditional fe	eats:								
Div	vine Grace +Cha Mod to all saving throws					] [G	reat Cleav	e - keep atta	ckin	g un	til miss					
Lay	y On Hands (Su): heal lvl/2d6 hp or damage undead (lvl/2+Cha	aMc	od/day)			] [c	ritical Focu	us* - +4 to co	nfirn	n crit	ical					
Au	ra of Courage (Su): Immune to fear & +4 saves for allies	s w	/in 10'		Bleeding Critical - criticals cause 2d6 bleed											
Di۱	vine Health (Ex): Immune to all disease					J L										
	FOUIPMENT & MAGIC ITEMS							F	OUI	PME	ENT & N	AAGIC I	ITEMS			
¥	EQUIPMENT & MAGIC ITEMS	Q	QTY / USES	WGT N/A	WEIGHT	₩		ail of the Daw	IT	EM				QTY / USES	WGT N/A	WEIGHT
┝	Prestige Class: Crimson Templar	+				┨╟	+						(4/4)			
┝	HD: d10, skills: 2 + Int Mod	+				┨╟		ation, neutralize poi		emove	disease or	remove cui	rse (1/day)			
⊢	Fiendish Studies - as move or swift action, study evil outsider,	+				┨┝	- no Dex	terity bonus I	imit							
┝	gain +4 on all skills, attack and damage	+				┨╟	0				0					
┝	Deific Obedience: Sarenae (Exalted Obediences)	+				┨╟		ord of the Da					(4/1			
┝	+2 sacred bonus to Perception	+				┨╟	+	ocation - brigh	_				(1/day)			
⊢	Shield of Wings - Fire resistance 10	+				┨┝	- improv	ed critical - do	oubl	es th	reat rar	nge				
L	Ruthlessness (Ex) Coup de grace to helpless opponent	t				┨┝			_							
_	Sneak Attack (ex) - as rogue +2d6 damage	+				Į ⊩	Belt of G	Siant Strength	+6							
┡	Divine Boon (Exalted Tier 1):	+				┨┝										
L	Brightness (Sp) dancing lantern 3/day, continual flame 2/day, or daylight 1/day	+				┨┝										
Heavenly Fire (Su): incinerate unaware evil foes w/ celestial flame						↓ L										
L	+CT lvld6 damage (half fire damage) (CT lvl/day)	$\perp$				Į Ļ										
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CURRENT LOAD

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WRIST:

	SPELLS PER DAY								BLOODLINES & PATRONS							SPE	ER DAY				
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LEVEL PR	EP USED						NAME	E & DESCRIPT	TION		SPELLS	SCHO	21	D	JRATION		ANGE	SAVE	SR	REFEREN	ucr.
1 PR	EP USED	Bless	- Allie	s gain	+1 on a	attack r			ves agai	inst	fear.	SCHO	JL		JRATION	K	ANGE	SAVE	SK	KEFEKEN	4CE
1		Bless	Water	- Make	es holy	water.															
1		Bless Weapon - Weapon strikes true against evil foes.																			
1		Creat	e Wate	er - Cre	eates 2	ıs/lev	vel of pu	ure wate													
1		Cure	Light V	Vounds	dan	nage +	1/level (														
1		Detec	t Poisc	on - De	in or	ne creat	ture or s														
1		Detec	ad - R	ithin 60	ft.																
1		Diagnose Disease - Detect and identify diseases.																		<u> </u>	
1		Divine Favor - You gain +1 per three levels on attack and damage rolls.																			
1		Endure Elements - Exist comfortably in hot or cold regions.																			_
1		Protection from Chaos/Evil +2 to AC and saves, plus additional protection against selected alignment.																			
1		Read Magic - Read scrolls and spellbooks.																			
1		Restoration, Lesser - Dispels magical ability penalty or repairs 1d4 ability damage.																		<u> </u>	
1		Sanctify Corpse - Prevent a corpse from becoming an undead.  Sun Metal - Weapon touched bursts into flames.																	-	<u> </u>	
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1		_									arget is affected by the spell.								+		
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