

# Thririth

Character Name

Player Name

None

None

True Neutral

Animal 1

Raven / Magical Beast

Tiny / 2.5 ft.

0' 0" / 0 lbs.

Darkvision (60 ft.),

Low-Light Vision

CLASS

RACE

SIZE / FACE

HEIGHT / WEIGHT

VISION

1 (1/2)

0 / 1000

0

Male

Character Level (CR)

EXP/NEXT LEVEL

AGE

GENDER

EYES

HAIR

Points

| ABILITY NAME               | BASE SCORE | BASE MOD | ABILITY SCORE | ABILITY MOD | TEMP SCORE | TEMP MOD |
|----------------------------|------------|----------|---------------|-------------|------------|----------|
| <b>STR</b><br>Strength     | 1          | -5       | 1             | -5          |            |          |
| <b>DEX</b><br>Dexterity    | 15         | +2       | 15            | +2          |            |          |
| <b>CON</b><br>Constitution | 10         | +0       | 10            | +0          |            |          |
| <b>INT</b><br>Intelligence | 2          | -4       | 2             | -4          |            |          |
| <b>WIS</b><br>Wisdom       | 14         | +2       | 14            | +2          |            |          |
| <b>CHA</b><br>Charisma     | 6          | -2       | 6             | -2          |            |          |

|                         |   |                   |  |  |  |
|-------------------------|---|-------------------|--|--|--|
| <b>HP</b><br>hit points | 1 | WOUNDS/CURRENT HP |  |  |  |
|-------------------------|---|-------------------|--|--|--|

|                          |      |       |      |             |              |      |      |               |            |       |        |         |        |         |      |   |   |   |   |
|--------------------------|------|-------|------|-------------|--------------|------|------|---------------|------------|-------|--------|---------|--------|---------|------|---|---|---|---|
| <b>AC</b><br>armor class | 14   | 12    | 14   | 10          | 0            | 0    | 2    | 2             | 0          | 0     | 0      | 0       | 0      | 0       | 0    | 0 | 0 | 0 | 0 |
| TOTAL                    | FLAT | TOUCH | BASE | ARMOR BONUS | SHIELD BONUS | STAT | SIZE | NATURAL ARMOR | DEFLECTION | DODGE | Morale | Insight | Sacred | Profane | MISC |   |   |   |   |

|                               |              |               |    |
|-------------------------------|--------------|---------------|----|
| <b>INITIATIVE</b><br>modifier | +2           | +2            | +0 |
| TOTAL                         | DEX MODIFIER | MISC MODIFIER |    |

|                    |       |
|--------------------|-------|
| <b>Encumbrance</b> | Light |
|--------------------|-------|

| SAVING THROWS                      | TOTAL | BASE SAVE | ABILITY | MAGIC | MISC | EPIC | TEMP |
|------------------------------------|-------|-----------|---------|-------|------|------|------|
| <b>FORTITUDE</b><br>(constitution) | +2    | +2        | +0      | +0    | +0   | +0   |      |
| <b>REFLEX</b><br>(dexterity)       | +4    | +2        | +2      | +0    | +0   | +0   |      |
| <b>WILL</b><br>(wisdom)            | +2    | +0        | +2      | +0    | +0   | +0   |      |

|                                | TOTAL | BASE ATTACK BONUS | STAT | SIZE | MISC | EPIC | TEMP |
|--------------------------------|-------|-------------------|------|------|------|------|------|
| <b>MELEE</b><br>attack bonus   | -3    | +0                | -5   | +2   | +0   | 0    |      |
| <b>RANGED</b><br>attack bonus  | +4    | +0                | +2   | +2   | +0   | 0    |      |
| <b>GRAPPLE</b><br>attack bonus | -23   | +0                | -5   | -18  | +0   | +0   |      |

| UNARMED<br>(nonlethal only) | TOTAL ATTACK BONUS | DAMAGE | CRITICAL | REACH |
|-----------------------------|--------------------|--------|----------|-------|
|                             | +0                 | 1d2-5  | 20/x2    | 0 ft. |

| *Claw              | HAND    | TYPE | SIZE | CRITICAL | REACH |
|--------------------|---------|------|------|----------|-------|
|                    | Primary | PS   | T    | 20/x2    | 0 ft. |
| TOTAL ATTACK BONUS | DAMAGE  |      |      |          |       |
| +4                 | 1d2-5   |      |      |          |       |

\*: weapon is equipped

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

| SUBDUAL DAMAGE |  | DAMAGE REDUCTION |  | SPEED                            |  |  |  |
|----------------|--|------------------|--|----------------------------------|--|--|--|
|                |  |                  |  | Walk 10 ft., Fly 40 ft.(Average) |  |  |  |

| TOTAL SKILLPOINTS: 4    |             | SKILLS         |                  | MAX RANKS: 4/2,0 |               |
|-------------------------|-------------|----------------|------------------|------------------|---------------|
| SKILL NAME              | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS            | MISC MODIFIER |
| ✓ Appraise              | INT         | -4             | =                | -4               |               |
| ✓ Balance               | DEX         | 2              | =                | 2                |               |
| ✓ Bluff                 | CHA         | -2             | =                | -2               |               |
| ✓ Climb                 | STR         | -5             | =                | -5               |               |
| ✓ Concentration         | CON         | 0              | =                | 0                |               |
| ✓ Craft (Untrained)     | INT         | -4             | =                | -4               |               |
| ✓ Diplomacy             | CHA         | -2             | =                | -2               |               |
| ✓ Disguise              | CHA         | -2             | =                | -2               |               |
| ✓ Escape Artist         | DEX         | 2              | =                | 2                |               |
| ✓ Forgery               | INT         | -4             | =                | -4               |               |
| ✓ Gather Information    | CHA         | -2             | =                | -2               |               |
| ✓ Heal                  | WIS         | 2              | =                | 2                |               |
| ✓ Hide                  | DEX         | 10             | =                | 2                | + 8           |
| ✓ Intimidate            | CHA         | -2             | =                | -2               |               |
| ✓ Jump                  | STR         | -17            | =                | -5               | + -12         |
| ✓ Knowledge (Untrained) | INT         | -4             | =                | -4               |               |
| ✓ Listen                | WIS         | 5              | =                | 2                | + 1 + 2       |
| ✓ Move Silently         | DEX         | 2              | =                | 2                |               |
| ✓ Ride                  | DEX         | 2              | =                | 2                |               |
| ✓ Search                | INT         | -4             | =                | -4               |               |
| ✓ Sense Motive          | WIS         | 2              | =                | 2                |               |
| ✓ Spot                  | WIS         | 7              | =                | 2                | + 3 + 2       |
| ✓ Survival              | WIS         | 2              | =                | 2                |               |
| ✓ Swim                  | STR         | -5             | =                | -5               |               |
| ✓ Use Rope              | DEX         | 2              | =                | 2                |               |
|                         |             |                | =                | +                | +             |
|                         |             |                | =                | +                | +             |

✓: can be used untrained. X: exclusive skills. \*: Skill Mastery.

| EQUIPMENT                  |          |        |           |
|----------------------------|----------|--------|-----------|
| ITEM                       | LOCATION | QTY    | WT / COST |
| Claw                       | Equipped | 1      | 0 / 0     |
| TOTAL WEIGHT CARRIED/VALUE |          | 0 lbs. | 0gp       |

| WEIGHT ALLOWANCE |   |                 |    |
|------------------|---|-----------------|----|
| Light            | 1 | Medium          | 3  |
| Lift over head   | 5 | Lift off ground | 10 |
|                  |   | Heavy           | 5  |
|                  |   | Push / Drag     | 25 |

| MONEY |             |
|-------|-------------|
|       | Total= 0 gp |

### MAGIC

### Languages

### Other Companions

### Special Qualities

#### Darkvision (Ex) [ PH ]

Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

#### Low-Light Vision (Ex) [ PH ]

You can see 2x as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

#### Magical Beast Type [ MM ]

Magical Beasts eat/sleep/breathe

### Feats

#### Alertness [PH]

You have finely tuned senses.

You get a +2 bonus on all Listen checks and Spot checks. Special: The master of a familiar (see the Familiars sidebar, page 52) gains the benefit of the Alertness feat whenever the familiar is within arm's reach.

#### Weapon Finesse [Book of Vile Darkness, p.102]

You are especially skilled at using weapons that can benefit as much from Dexterity as from Strength.

With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

### Proficiencies

Claw

# Thrirth

Raven

RACE

0

AGE

Male

GENDER

Darkvision (60 ft.), Low-Light Vision

VISION

True Neutral

ALIGNMENT

Right

DOMINANT HAND

0' 0"

HEIGHT

0 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

/  
HAIR / HAIR STYLE

PHOBIAS

/  
PERSONALITY TRAITS

INTERESTS

/  
SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

None

DEITY

Magical Beast

Race Type

Race Sub Type

**Description:**

**Biography:**