

Aureus Canis

Character Name
Monstrous Humanoid 1, Rogue 7, Divine Bard 1
CLASS

9 (7) 30723 / 45000
Character Level (CR) EXP/NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	13	+1	13	+1		
DEX Dexterity	16	+3	18	+4		
CON Constitution	14	+2	14	+2		
INT Intelligence	16	+3	16	+3		
WIS Wisdom	18	+4	18	+4		
CHA Charisma	14	+2	14	+2		
SAVING THROWS				TOTAL	BASE SAVE	ABILITY MOD
FORTITUDE (constitution)				+4	= +2	+ +2 + +
REFLEX (dexterity)				+13	= +9	+ +4 + +
WILL (wisdom)				+10	= +6	+ +4 + +

Conditional Save Modifiers:
+2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

	TOTAL	=	BASE ATTACK BONUS	+	STAT	+	SIZE	+	MISC	+	EPIC	+	TEMP
MELEE attack bonus	+7/+2	=	+6/+1	+	+1	+	+0	+	+0	+	0	+	
RANGED attack bonus	+10/+5	=	+6/+1	+	+4	+	+0	+	+0	+	0	+	
GRAPPLE attack bonus	+7/+2	=	+6/+1	+	+1	+	+0	+	+0	+	+0	+	

UNARMED (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+7/+2	1d3+1	20/x2	5 ft.

Special Properties:

*+2 Sword (Short)	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	P	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+9/+4	1d6+3				

+3 Longbow (Composite)				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	P	M	20/x3	5 ft.
Range: 30 ft.		To Hit: +13/+8		Damage: 1d8+3				
	110 ft.	220 ft.	330 ft.	440 ft.		550 ft.		
TH	+13/+8	+11/+6	+9/+4	+7/+2		+5/+0		
Dam	1d8+3	1d8+3	1d8+3	1d8+3		1d8+3		
	660 ft.	770 ft.	880 ft.	990 ft.		1100 ft.		
TH	+3/-2	+1/-4	-1/-6	-3/-8		-5/-10		
Dam	1d8+3	1d8+3	1d8+3	1d8+3		1d8+3		

*: 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.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*+2 Mithral Shirt	Light	+6	+6	+0	10
30hp/inch and 15 hardness					

Formally-Voda Vosa, then Thateous; now NPC

Player Name
Hutaakan / Monstrous Humanoid
RACE

20 Female
AGE GENDER

HP hit points	50	WOUNDS/CURRENT HP				
AC armor class	21	21	14	= 10	+ 6	
	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	
INITIATIVE modifier	+4	= +4	+0			
	TOTAL	DEX MODIFIER	MISC MODIFIER			
Encumbrance	Light					

None Deity
None Region
Medium / 5 ft. 6' 2" / 160 lbs.
SIZE / FACE HEIGHT / WEIGHT
Darkvision (60 ft.)
VISION

EYES				HAIR				Points													
SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED													
<div></div>				<div></div>				Walk 30 ft.													
+	0	+	4	+	0	+	1	+	0	+	0	+	0	+	0	+	0	+	0		
SHIELD BONUS		STAT		SIZE		NATURAL ARMOR		DEFLECTION		DODGE		Morale		Insight		Sacred		Profane		MISC	
<div></div>	10	+0	0	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	
SS NCE	Arcane Spell Failure	ARMOR CHECK PENALTY	SPELL RESIST	ACID RESIST	COLD RESIST	ELECT. RESIST	FIRE RESIST														

TOTAL SKILLPOINTS: 98		SKILLS		MAX RANKS: 12/6	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Appraise	INT	3	=	3	
✓ Balance	DEX	13	=	4 + 7 + 2	
✓ Bluff	CHA	2	=	2	
✓ Bluff (Flattery)	CHA	2	=	2	
✓ City Lore	WIS	4	=	4	
✓ Climb	STR	8	=	1 + 7	
✓ Climb (Swarm Huge Monster)	STR	1	=	1	
✓ Concentration	CON	4	=	2 + 2	
✓ Craft (Maps)	INT	3	=	3	
✓ Craft (Untrained)	INT	3	=	3	
Decipher Script	INT	4	=	3 + 1	
✓ Diplomacy	CHA	2	=	2	
✓ Diplomacy (Dragon Protocol)	CHA	2	=	2	
✓ Disable Device	INT	17	=	3 + 7 + 7	
✓ Disguise	CHA	2	=	2	
✓ Escape Artist	DEX	6	=	4 + 2	
✓ Forgery	INT	3	=	3	
✓ Gather Information	CHA	2	=	2	
✓ Heal	WIS	6	=	4 + 2	
✓ Hide	DEX	15	=	4 + 9 + 2	
✓ Intimidate	CHA	2	=	2	
✓ Jump	STR	10	=	1 + 7 + 2	
✓ Jump (Leap into the Saddle)	STR	3	=	1 + 2	
✓ Knowledge (Lands of Harqual)	INT	5	=	3 + 2	
✓ Knowledge (Religion)	INT	5	=	3 + 2	
✓ Listen	WIS	11	=	4 + 7	
✓ Lore of the North	WIS	4	=	4	
✓ Move Silently	DEX	15	=	4 + 9 + 2	
✓ Open Lock	DEX	18	=	4 + 7 + 7	
✓ Perform (Lore-Chant)	CHA	2	=	2	
✓ Perform (Untrained)	CHA	2	=	2	
✓ Ride	DEX	4	=	4	
✓ Sapper	STR	1	=	1	
✓ Sea Legs	DEX	4	=	4	
✓ Search	INT	10	=	3 + 7	
✓ Search (Stash Item)	INT	3	=	3	
✓ Sense Motive	WIS	5	=	4 + 1	
Speak Language(Harqualian Common)		1	=	0 + 1	
Spellcraft	INT	5	=	3 + 2	
✓ Spot	WIS	11	=	4 + 7	
✓ Strategy	INT	3	=	3	
✓ Survival	WIS	4	=	4	
✓ Survival (Find or follow tracks)	WIS	6	=	4 + 2	
✓ Swim	STR	1	=	1	
✓ Tactics	INT	3	=	3	
✓ Tumble	DEX	13	=	4 + 7 + 2	
✓ Use Rope	DEX	6	=	4 + 2	
			=	+	+
			=	+	+

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

[illegible]

WEIGHT ALLOWANCE					
Light	50	Medium	100	Heavy	150
Lift over head	150	Lift off ground	300	Push / Drag	750

MONEY	
Coin (Platinum): 1[Pouch (Belt)]	
Coin (Gold): 8[Pouch (Belt)]	
Coin (Silver): 3[Pouch (Belt)]	
Coin (Copper): 10[Pouch (Belt)]	
	Total= 18.4 gp

MAGIC
Languages
Gnoll, Harqualian Common, Hutaakan, Javeldian, Maran Orc, Vananean
Other Companions

Special Attacks

Sneak Attack +4d6

[RSRD]

Your attack deals extra damage any time your target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when you flank your target. This extra damage is 4d6. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a sap (blackjack) or an unarmed strike, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You can sneak attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Special Qualities	
Black Marketeer	[Empire]
<p>The rogue may opt to gain a 50% increase in the prices of the goods he is selling. However, this is a 10% chance that the rogue's business partner will make off with the goods and not pay.</p>	
Bardic Knowledge	[RSRD]
<p>A bard may make a special bardic knowledge check with a bonus +3 [equal to his bard level + his Intelligence modifier] to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. (If the bard has 5 or more ranks in Knowledge (history), he gains a +2 bonus on this check.) A successful bardic knowledge check will not reveal the powers of a magic item but may give a hint as to its general function. A bard may not take 10 or take 20 on this check; this sort of knowledge is essentially random.</p>	
Bardic Music	[RSRD]
<p>Once per day per bard level, a bard can use his song or poetics to produce magical effects on those around him (usually including himself, if desired). While these abilities fall under the category of bardic music and the descriptions</p>	

discuss singing or playing instruments, they can all be activated by reciting poetry, chanting, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with some spoken performance. Each ability requires both a minimum bard level and a minimum number of ranks in the Perform skill to qualify; if a bard does not have the required number of ranks in at least one Perform skill, he does not gain the bardic music ability until he acquires the needed ranks. Starting a bardic music effect is a standard action. Some bardic music abilities require concentration, which means the bard must take a standard action each round to maintain the ability. Even while using bardic music that doesn't require concentration, a bard cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Just as for casting a spell with a verbal component, a deaf bard has a 20% chance to fail when attempting to use bardic music. If he fails, the attempt still counts against his daily limit.

Spells

A bard casts arcane spells, which are drawn from the bard spell list. He can cast any spell he knows without preparing it ahead of time. Every bard spell has a verbal component (singing, reciting, or music). To learn or cast a spell, a bard must have a Charisma score equal to at least 10 + the spell. The Difficulty Class for saving throw against a bard's spell is 10 + the spell level + the bard's Charisma modifier. Like other spellcasters, a bard can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Bard. In addition, he receives bonus spells per day if he has a high Charisma score. When Table: Bard Spells Known indicates that the bard gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Charisma score for that spell level. The bard's selection of spells is extremely limited. A bard begins play knowing four 0-level spells of your choice. At most new bard levels, he gains one or more new spells, as indicated on Table: Bard Spells Known. (Unlike spells per day, the number of spells a bard knows is not affected by his Charisma score; the numbers on Table: Bard Spells Known are fixed.) Upon reaching 5th level, and at every third bard level after that (8th, 11th, and so on), a bard can choose to learn a new spell in place of one he already knows. In effect, the bard "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level bard spell the bard can cast. A bard may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level. As noted above, a bard need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the spell's level.

Weapon and Armor Proficiency [RSRD]
 A bard is proficient with all simple weapons, plus the longsword, rapier, sap, short sword, shortbow, and whip. Bards are proficient with light armor and shields (except tower shields). A bard can cast bard spells while wearing light armor without incurring the normal arcane spell failure chance. However, like any other arcane spellcaster, a bard wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component (most do). A multiclass bard still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Weapon and Armor Proficiency [RSRD] Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. Rogues are proficient with light armor, but not with shields.

Trapfinding [RSRD]

Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Evasion (Ex) [RSRD]
At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Darkvision (Ex)	[RSRD]
<p>Range 60; 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.</p>	

Extrplanar Traits [RSRD] A subtype applied to any creature when it is on a plane other than its native plane. A creature that travels the planes can gain or lose this subtype as it goes from plane to plane. Monster entries assume that encounters with creatures take place on the Material Plane, and every creature whose native plane is not the Material Plane has the extraplanar subtype (but would not have when on its home plane). Every extraplanar creature in this book has a home plane mentioned in its description. Creatures not labeled as extraplanar are natives of the Material Plane, and they gain the extraplanar subtype if they leave the Material Plane. No creature has the extraplanar subtype when it is on a transitive plane, such as the Astral Plane, the Ethereal Plane, and the Plane of Shadow.

Monstrous Humanoid Traits [RSRD]

Monstrous Humanoids eat/sleep/breathe
Trap Sense +2 (Ex) [RSRD]
You gain an intuitive sense that alerts you to danger from traps, giving you a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.
Uncanny Dodge (Ex) [RSRD]
Character retains their Dexterity bonus to AC (if any) even if caught flat-footed or struck by an invisible attacker. However, they still loses his Dexterity bonus to AC if immobilized.

Feats
Martial Weapon Proficiency (Longbow) [RSRD]
Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Nimble Fingers [RSRD]
You get a +2 bonus on all Disable Device checks and Open Lock checks.
Skill Focus (Disable Device, Open Lock) [RSRD]
You get a +3 bonus on all checks involving that skill.

Proficiencies
Axe (Carpenter's), Blowgun, Boulder, Club, Coconut, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Harpoon, Hatchet, Javelin, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Machete, Maul, Morningstar, Quarterstaff, Rapier, Sap, Sawtooth, Shortbow, Shortspear, Shortstaff, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Spiked Helmet, Sword (Short), Unarmed Strike, Whip, Wooden Stake, Woodsman's Axe

Templates
Assign Subtype ~ Extraplanar
Base Race Type

Divine Bard Spells

LEVEL	0	1	2	3	4	5	6
PER DAY	2	—	—	—	—	—	—

LEVEL 0 / Per Day:2 / Caster Level:1

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ Cure Minor Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	RSRD:SpellsC
[V, S] TARGET: Creature touched; EFFECT: Cures 1 point of damage. [SR:Yes (harmless); see text; DC:14, Will half (harmless); see text]					
☐☐☐☐☐ Detect Magic	Divination	1 standard action	Concentration, up to 1 minutes [D]	60 ft.	RSRD:SpellsD-E
[V, S] TARGET: Cone-shaped emanation; EFFECT: Detects spells and magic items within 60 ft. [SR:No]					
☐☐☐☐☐ Read Magic	Divination	1 standard action	10 minutes	Personal	RSRD:SpellsP-R
[V, S, F] TARGET: You; EFFECT: Read scrolls and spellbooks. [SR:No]					
☐☐☐☐☐ Resistance	Abjuration	1 standard action	1 minute	Touch	RSRD:SpellsP-R
[V, S, M/DF] TARGET: Creature touched; EFFECT: Subject gains +1 on saving throws. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
* =Domain/Speciality Spell					

Aureus Canis

RACE

Hutaakan

AGE

20

AGE

GENDER

Female

VISION

Darkvision (60 ft.)

ALIGNMENT

Lawful Neutral

DOMINANT HAND

Ambidextrous

HEIGHT

6' 2"

WEIGHT

160 lbs.

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

None

DEITY

Monstrous Humanoid

Race Type

Race Sub Type

Description:
Biography: