Orm

Male No Race - CR 1/2
Chaotic Evil

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	10	0	
CON CONSTITUTION	10	0	
INT INTELLIGENCE	15	+2	
WIS WISDOM	10	0	
CHA CHARISMA	10	0	

Saving Throw	Total	=	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+2	=	+2					
REFLEX (DEXTERITY)	+4	=	+4					
WILL (WISDOM)	+6	=	+6					

	Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	12	=					+2			

Touch AC	10		**Flat-Footed AC**	12

			BAB	Strength	Size	Misc
CM Bonus	+4	=	+4	0	-	-

			BAB	Strength	Dexterity	Size
CM Defense	14	= 10	+4	0	0	-

Base Attack	+4	**HP**	17

Initiative	+0

Damage / Current HP

Speed	30 ft

Unarmed strike

Main hand: **+4**, **1d3**

Crit: x2
Light, B, Nonlethal

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+0	DEX (0)	-	
Appraise	+2	INT (2)	-	
Bluff	+6	CHA (0)	(6)	
Climb	+0	STR (0)	-	
Diplomacy	+0	CHA (0)	-	
Disable Device	-	DEX (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+0	DEX (0)	-	
Fly	+0	DEX (0)	-	
Handle Animal	-	CHA (0)	-	
Heal	+0	WIS (0)	-	
Intimidate	+6	CHA (0)	(6)	
Linguistics	-	INT (2)	-	
Perception	+6	WIS (0)	(6)	
Ride	+0	DEX (0)	-	
Sense Motive	+0	WIS (0)	-	
Sleight of Hand	-	DEX (0)	-	
Spellcraft	+8	INT (2)	(6)	
Stealth	+6	DEX (0)	(6)	
Survival	+0	WIS (0)	-	
Swim	+0	STR (0)	-	
Use Magic Device	-	CHA (0)	-	

Special Abilities

Flight (40 feet, Average)
Improved Evasion (Ex)

Languages

Common

Experience & Wealth

Current Cash: **You have no money!**

Flight (40 feet, Average)   Unknown

A creature with this ability can cease or resume flight as a free
action. If the creature has wings, flight is an extraordinary ability.
Otherwise, it is spell-like or supernatural, and it is ineffective in an
antimagic field; the creature loses its ability to fly for as long as the
antimagic effect persists.

Improved Evasion (Ex)   Racial Ability (Master)

When subjected to an attack that normally allows a Reflex saving
throw for half damage, a familiar takes no damage if it makes a
successful saving throw and half damage even if the saving throw
fails.