

Orm

Male Thrush - CL1 - CR 1/3

Chaotic Evil Magical Beast ((Animal))

Ability	Score	Modifier	Temporary
STR STRENGTH	1	-5	
DEX DEXTERITY	15	+2	
CON CONSTITUTION	6	-2	
INT INTELLIGENCE	7	-2	
WIS WISDOM	15	+2	
CHA CHARISMA	6	-2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+0	=	+2	-2			
REFLEX (DEXTERITY)	+6	=	+4	+2			
WILL (WISDOM)	+8	=	+6	+2			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 18	=		+2	+4	+2			

Touch AC	16	Flat-Footed AC	16		
		BAB	Strength	Size	Misc

CM Bonus	+2	=	+4	-5	-4	-
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CM Defense	7	=	10	BAB	Strength	Dexterity	Size
				+4	-5	+2	-4

Base Attack	+4	HP	17
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Initiative	+2	Damage / Current HP
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Speed	10 ft
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Bite (Thrush)

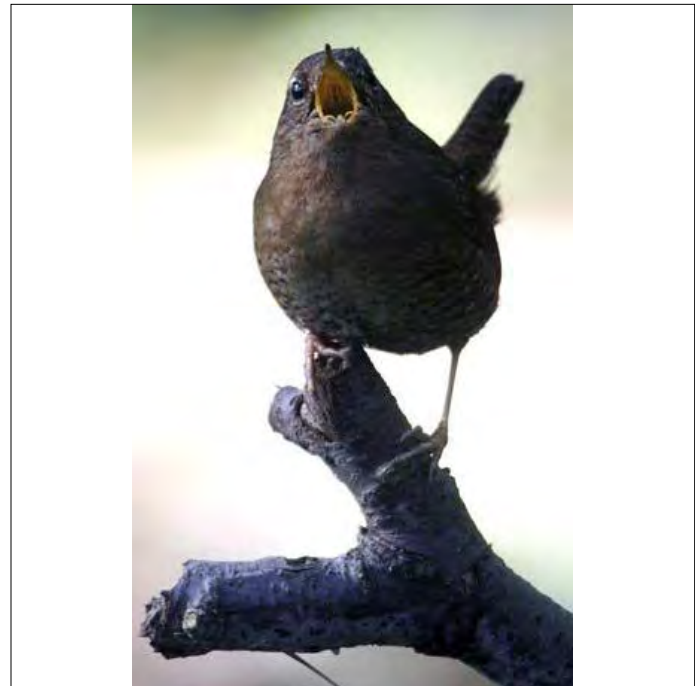
Main hand: +3, 1d2-5

Crit: x2
Light, B/P/S

Unarmed strike

Main hand: +3, --5

Crit: x2
Light, B, Nonlethal



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Speed less than 30' : -8 jump				
Appraise	-2	INT (-2)	-	
Bluff	+4	CHA (-2)	(6)	
Climb	+2	DEX (2)	-	
Diplomacy	-2	CHA (-2)	-	
Disable Device	-	DEX (2)	-	
Disguise	-2	CHA (-2)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+12	DEX (2)	1	
Handle Animal	-	CHA (-2)	-	
Heal	+2	WIS (2)	-	
Intimidate	+4	CHA (-2)	(6)	
Linguistics	-	INT (-2)	-	
Perception	+14	WIS (2)	(6)	
Ride	+2	DEX (2)	-	
Sense Motive	+2	WIS (2)	-	
Sleight of Hand	-	DEX (2)	-	
Spellcraft	+4	INT (-2)	(6)	
Stealth	+23	DEX (2)	(6)	
Survival	+2	WIS (2)	-	
Swim	+2	DEX (2)	-	
Use Magic Device	-	CHA (-2)	-	

Feats

Skill Focus (Perception)

Special Abilities

Flight (40 feet, Average)

Gear

Total Weight Carried: 0/2.5lbs, Light Load
(Light: 0.75lbs, Medium: 1.5lbs, Heavy: 2.5lbs)
Money -

Experience & Wealth

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

Special Abilities

Improved Evasion (Ex)
Low-Light Vision

Skill Focus (Perception)**Feat**

Choose a skill. You are particularly adept at that skill.

Benefit: You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

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.

Low-Light Vision**Racial Ability, Senses**

See twice as far as a human in low light, distinguishing color and detail.