

Starling, Archer

Character Name

Fighter (Thug) 5, Order of the Bow

Initiate 7

CLASS

12 (13)

66000 / 78000

Character Level (CR)

EXP/NEXT LEVEL

Player Name

Kobold / Dragon

RACE

0

Male

GENDER

EYES

HAIR

Points

Deity

None

Region

None

Alignment

Darkvision (60 ft.), Low-Light Vision

VISION

Small / 5 ft.

0' 0" / 0 lbs.

HEIGHT / WEIGHT

AGE

Male

GENDER

EYES

HAIR

Points

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

HP

129

hit points

AC

24

armor class

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLECTION

DODGE

Morale

Insight

Sacred

Profane

MISC

INITIATIVE

+7

modifier

TOTAL

DEX MODIFIER

MISC MODIFIER

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

Encumbrance

Light

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

+8

=

+6

+

+2

+

+1

+

-1

+

+0

+

REFLEX

+16

=

+6

+

+7

+

+1

+

+2

+

+0

+

WILL

+9

=

+6

+

+3

+

+1

+

-1

+

+0

+

Conditional Save Modifiers:

Cold Resistance 15

MELEE

attack bonus

TOTAL

+13/+8/+3

=

BASE ATTACK BONUS

+12/+7/+2

+

STAT

+1

+

SIZE

+1

+

MISC

-1

+

EPIC

0

+

TEMP

RANGED

attack bonus

TOTAL

+21/+16/+11

=

BASE ATTACK BONUS

+12/+7/+2

+

STAT

+7

+

SIZE

+1

+

MISC

+1

+

EPIC

0

+

TEMP

GRAPPLE

attack bonus

TOTAL

+5/+0/-5

=

BASE ATTACK BONUS

+12/+7/+2

+

STAT

+1

+

SIZE

-9

+

MISC

+1

+

EPIC

+0

+

TEMP

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+13/+8/+3	1d2+1	20/x2	5 ft.

Special Properties:

*Hank's Energy Bow				HAND	TYPE	SIZE	CRITICAL	REACH
(Small/Dragonbone/Merciful)				Both	P	S	20/x3	5 ft.
Range: 30 ft.		To Hit: +24/+19/+14			Damage: 1d10+4			
130 ft.		260 ft.		390 ft.		520 ft.		650 ft.
TH	+23/+18/+13	+21/+16/+11	+19/+14/+9		+17/+12/+7		+15/+10/+5	
Dam	1d10+3	1d10+3	1d10+3		1d10+3		1d10+3	
780 ft.		910 ft.		1040 ft.		1170 ft.		1300 ft.
TH	+13/+8/+3	+11/+6/+1	+9/+4/-1		+7/+2/-3		+5/+0/-5	
Dam	1d10+3	1d10+3	1d10+3		1d10+3		1d10+3	
Special Properties: Adjusts to user strength. +2 Weapon. Does not require Ammunition - fires arrows of pure force. You may subtract apply a penalty to hit to gain a bonus to damage, as if using Power Attack with a melee weapon., STR bonus to damage, Dragonbone Bows increase their range increment by 20, deals extra 1d6 damage bestowed on ammunition,deals subdual damage unless otherwise desired								

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*Claw					
HAND		TYPE	SIZE	CRITICAL	REACH
Primary		PS	M	20/x2	5 ft.
TOTAL ATTACK BONUS					
+13/+13		DAMAGE		1d3+1	

*Bite					
HAND		TYPE	SIZE	CRITICAL	REACH
Off-hand		PS	M	20/x2	5 ft.
TOTAL ATTACK BONUS					
+8		DAMAGE		null	

*: 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
*Ring of Protection +1		+1		+0	0
This ring offers continual magical protection in the form of a deflection bonus of +1 to AC. Faint abjuration; CL 5th					
*Harness of Armor +3		+3		+0	0
Grants the wearer a +3 armor bonus to AC., Moderate Conjunction; CL 7th					

TOTAL SKILLPOINTS: 91					
SKILLS					
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Appraise		INT	3	=	3
✓ Balance		DEX	7	=	7
✓ Bluff		CHA	12	=	4 + 8
✓ Climb		STR	1	=	1
✓ Concentration		CON	2	=	2
✓ Craft (Alchemy)		INT	18	=	3 + 15
✓ Craft (Bowmaking)		INT	18	=	3 + 15
✓ Craft (Untrained)		INT	3	=	3
✓ Diplomacy		CHA	6	=	4 + 2
✓ Disguise		CHA	4	=	4
✓ Disguise (Act in character)		CHA	6	=	4 + 2
✓ Escape Artist		DEX	9	=	7 + 2
✓ Forgery		INT	3	=	3
✓ Gather Information		CHA	4	=	4
✓ Heal		WIS	3	=	3
✓ Hide		DEX	45	=	7 + 15 + 23
✓ Intimidate		CHA	4	=	4
✓ Jump		STR	5	=	1 + 4
✓ Knowledge (Religion)		INT	11	=	3 + 8
✓ Knowledge (Untrained)		INT	3	=	3
✓ Listen		WIS	3	=	3
✓ Move Silently		DEX	11	=	7 + 4
✓ Ride		DEX	7	=	7
✓ Search		INT	5	=	3 + 2
✓ Sense Motive		WIS	3	=	3
✓ Sleight of Hand		DEX	17	=	7 + 8 + 2
✓ Spot		WIS	3	=	3
✓ Survival		WIS	3	=	3
✓ Swim		STR	1	=	1
✓ Tumble		DEX	11	=	7 + 4
✓ Use Rope		DEX	7	=	7
				=	+ +
				=	+ +

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

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Hank's Energy Bow (Small/Dragonbone/Merciful)	Equipped	1	1.5 / 30,700
Adjusts to user strength. +2 Weapon. Does not require Ammunition - fires arrows of pure force. You may subtract apply a penalty to hit to gain a bonus to damage, as if using Power Attack with a melee weapon., STR bonus to damage, Dragonbone Bows increase their range increment by 20, deals extra 1d6 damage bestowed on ammunition,deals subdual damage unless otherwise desired			
Butt's Bane Bracers	Equipped	1	0 / 6,000
You may sneak attack plants, constructs, and undead. This does not allow you to sneak attack oozes or to bypass the Fortification property of some magical armor.			
Ring of Hiding +15	Equipped	1	0 / 22,505
Each signet ring has a distinctive design carved into it. When you press this ring into warm sealing wax, you leave an identifying mark., (Signet Ring (Skill Bonus (Competence) (Hide +15))), Competence bonus to selected skill of Hide)+15			
Ring of Protection +1	Equipped	1	0 / 2,000
This ring offers continual magical protection in the form of a deflection bonus of +1 to AC. Faint abjuration; CL 5th			
Claw	Equipped	1	0 / 0
Bite	Equipped	1	0 / 0
Harness of Armor +3	Equipped	1	0 / 12,500
Grants the wearer a +3 armor bonus to AC., Moderate Conjunction; CL 7th			
Cloak of Resistance +1	Equipped	1	1 / 1,000
These garments offer magic protection in the form of a +1 resistance bonus on all saving throws (Fortitude, Reflex, and Will). Faint abjuration; CL 5th			
TOTAL WEIGHT CARRIED/VALUE		8.4 lbs.	74,705gp
WEIGHT ALLOWANCE			
Light	32	Medium	65
Lift over head	97	Lift off ground	195
		Heavy	97
		Push / Drag	487
MONEY			
Coin (Gold): 295[Equipped]			Total= 295 gp
MAGIC			
Languages			
Common, Draconic, Undercommon, Yip-yak			
Other Companions			
Special Attacks			
Sneak Attack +3d6	[PH]		
+3d6			

Special Qualities	
+2 Luck Bonus to all saves	[Lom]
Autumn Harvest (Su)	[My]
A number of times a day equal to your Charisma bonus (minimum 1) you can touch a creature with a special dispelling touch, which functions as a targeted Dispel Magic with caster level equal to your total HD.	
Close Combat Shot (Ex)	[CW]
At 2nd level, an initiate can attack with a ranged weapon while in a threatened square and not provoke an attack of opportunity.	
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.	
Draconic Rite of Passage	[RDr]
The Draconic Rite of Passage awakens the sorcerous power within the blood of kobolds.	
Dragonlike (Ex)	[My]
Your wings resemble dragon wings	
Dragon Type	[MM]
Dragons eat/sleep/breathe. Dragons are Immune to magic sleep effects and paralysis effects.	
Fast Healing (Ex)	[Lom]
You regain 2 HP per round.	
Meager Fortitude	[UA]
You are sickly and weak of stomach.	
Noncombatant	[UA]
You are relatively inept at melee combat.	
Weak Will	[UA]
You are highly suggestible and easily duped.	
Greater Weapon Focus (Ex)	[My]
At 4th level, an Order of the Bow initiate gains the Greater Weapon Focus feat with a single ranged weapon for which he has taken the Weapon Focus feat even if he has not attained 8th level as a fighter.	
Iron Vulnerability (Ex)	[My]
Iron and steel cause 1 point of damage to a mere touch. Iron or steel weapons deal +1d6 damage against you. If you have DR that would protect against this damage, it does apply (for instance, the damage from steel would be prevented by DR/Cold Iron)	
Detect Secret Doors (Sp)	[RDr]
Light Sensitivity (Ex)	[MM]

Kobolds are dazzled in bright sunlight or within the radius of a daylight spell.	
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.	
Plane Shift (Sp)	[My]
To/from the Plane of Shadow only	
Ranged Precision (Ex)	[CW]
As a standard action, an initiate may make a single precisely aimed attack with a ranged weapon, dealing an extra 1d8 points of damage if the attack hits. When making a ranged precision attack, an initiate must be within 30 feet of his target. An initiate's ranged precision attack only works against living creatures with discernible anatomies. Any creature that is immune to critical hits (including undead, constructs, oozes, plants, and incorporeal creatures) is not vulnerable to a ranged precision attack, and any item or ability that protects a creature from critical hits (such as armor with the fortifi- cation special ability) also protects a creature from the extra damage. Unlike with a rogue's sneak attack, the initiate's target does not have to be flat-footed or denied its Dexterity bonus, but if it is, the initiate's extra precision damage stacks with sneak attack damage. Treat the initiate's ranged precision attack as a sneak attack in all other ways. The initiate's bonus to damage on ranged precision attacks increases by +1d8 every two levels. An initiate can only use this ability with a ranged weapon for which he has taken the Weapon Focus feat.	
Reptilian Subtype	[MM]
These creatures are scaly and usually coldblooded. The reptilian subtype is only used to describe a set of humanoid races, not all animals and monsters that are truly reptiles.	
Resistance to Cold (Ex)	[MM]
You may ignore 15 points of Cold damage each time you take Cold damage	
Shadow Blend	[Dr]
Sharp-Shooting	[CW]
At 6th level, an initiate gains the Sharp- Shooting feat (see Chapter 3 of this book) even if he does not meet the prerequisites.	
Skills	[MM]
Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.	
Group Fake-Out	[CS]
You can use Bluff to feint in combat (PH 68) against more than one opponent. Make on Bluff check opposed by separate Sense Motive checks for each opponent. For each opponent after the first that you wish to affect, you take a cumulative -2 penalty on your Bluff check.	
Timely Misdirection	[CS]
If you succeed on a Bluff check to feint in combat (PH 68), your opponent can't make any attacks of opportunity against you until the start of its next turn. This effect is in addition to the normal benefits of a successful feint.	
Slight Build	[My]
You count as 1 size smaller when beneficial.	
Weapon and Armor Proficiency	[CW]
Order of the Bow initiates gain no proficiency with any weapon or armor.	
Weapon and Armor Proficiency	[UA]

Feats	
Cosmopolitan (Hide)	[My]
Chosen skill is now a class skill	
Dragonwrought	[RDr]
You were born a dragonwrought kobold, proof of your race's innate connection to dragons.	
You are a dragon wrought kobold. Your type is dragon rather than humanoid, and you lose the dragonblood subtype. You retain all your other subtypes and your kobold racial traits. Your scales become tinted with a color that matches that of your draconic heritage. As a dragon, you are immune to magic sleep and paralysis effects. You have darkvision out to 60 feet and low-light vision. You gain a +2 racial bonus on the skill indicated for your draconic heritage on the table on page 103. Special: Unlike most feats, this feat must be taken at 1st level, during character creation. Having this feat allows you to take the Dragon Wings feat at 3rd level.	
Greater Weapon Focus (Longbow)	[PH]
Choose one type of weapon, such as greataxe, for which you have already selected Weapon Focus. You can also choose unarmed strike or grapple as your weapon for purposes of this feat. You are especially good at using this weapon.	
You gain a +1 bonus on all attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including the one from Weapon Focus.	
Improved Rapid Shot	[CC]
Ignore -2 penalty when using Rapid Shot.	
Manyshot	[PH]
You can fire multiple arrows simultaneously against a nearby target.	
As a standard action, you may fire two arrows at a single opponent within 30 feet (roll once to hit with -4 penalty, only the first arrow can crit or apply sneak damage). Or three arrows at -6.	

Point Blank Shot	[PH]
You are skilled at making well-placed shots with ranged weapons at close range.	
You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.	
Precise Shot	[PH]
You are skilled at timing and aiming ranged attacks.	
You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.	
Rapid Shot	[PH]
You can use ranged weapons with exceptional speed.	
You can get one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus, but each attack you make in that round takes a -2 penalty. You must use the full attack action to use this feat.	
Weapon Focus (Longbow)	[PH]
You are especially good at using this specified weapon.	
You gain a +1 bonus on all attack rolls you make using the selected weapon.	
Sharp-Shooting (Granted)	[CC]
Halve opponent's cover bonus.	

Proficiencies
Aspergillum (Heavy), Axe (Throwing), Bash, Battle Gauntlet, Battleaxe, Bite, Blowgun, Boulder, Claw, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Dart Thruster, Darts (Barbed), Eldritch Blast, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Goblin Stick, Grapple, Greataxe, Greatclub, Greatpick, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Ice Axe, Javelin, Katana, Kukri, Lance, Lance (Flight), Lance (Heavy), Longbow, Longspear, Longsword, Lucerne Hammer, Mace (Heavy), Mace (Light), Maul, Morningstar, Pick (Dire), Pick (Heavy), Pick (Light), Quarterstaff, Ranged Spell, Ranseur, Rapier, Saber, Sap, Scimitar, Scythe, Shieldbash, Shortbow, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Spiked Armor, Strike (Unarmed), Sword (Bastard), Sword (Cutlass), Sword (Saber), Sword (Short), Trident, Truncheon, Unarmed Strike, Wakizashi, Warhammer, Warmace

Templates
Shadow Creature
Unseelie Fey

Innate

- ☐Detect Secret Doors
- ☐Plane Shift (DC:10)

Innate Racial Spells

	Name	School	Time	Duration	Range	Source
<input type="checkbox"/>	Detect Secret Doors	Divination [Divination Domain]	1 standard action	Concentration, up to 12 minutes [D]	60 ft.	PH:p.220
[V, S] TARGET: Cone-shaped emanation; EFFECT: You can detect secret doors, compartments, caches, and so forth. Only passages, doors, or openings that have been specifically constructed to escape detection are detected by this spell. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of secret doors. 2nd Round: Number of secret doors and the location of each. If an aura is outside your line of sight, then you discern its direction but not its exact location. Each Additional Round: The mechanism or trigger for one particular secret portal closely examined by you. Each round, you can turn to detect secret doors in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. [SR:No]						
<input type="checkbox"/>	Plane Shift	Conjuration (Teleportation)	1 standard action	Instantaneous	Touch	PH:p.262
[V, S, F] TARGET: Creature touched, or up to eight willing creatures joining hands; EFFECT: You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the plane shift at the same time. Precise accuracy as to a particular arrival location on the intended plane is nigh impossible. From the Material Plane, you can reach any other plane, though you appear 5 to 500 miles [5d%] from your intended destination. Note: Plane shift transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back. Focus: A small, forked metal rod. The size and metal type dictates to which plane of existence or alternate dimension the spell sends the affected creatures. [SR:Yes; DC:10, Will negates]						
* =Domain/Speciality Spell						

Starling, Archer

RACE	Kobold
AGE	0
AGE	
GENDER	Male
VISION	Darkvision (60 ft.), Low-Light Vision
ALIGNMENT	None
DOMINANT HAND	Right
HEIGHT	0' 0"
WEIGHT	0 lbs.
EYE COLOUR	
SKIN COLOUR	
HAIR / HAIR STYLE	
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	None
REGION	
DEITY	Dragon
Race Type	

Race Sub Type

Description:
Biography: