

## Vogel

**Male roc - CL10 - CR 10**

True Neutral Animal; Atheist; Age: 6; Height: 5'; Weight: 80 lb.

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	24	+7	
<b>DEX</b> DEXTERITY	21	+5	
<b>CON</b> CONSTITUTION	14	+2	
<b>INT</b> INTELLIGENCE	3	-4	
<b>WIS</b> WISDOM	13	+1	
<b>CHA</b> CHARISMA	11	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+9 =	+7	+2				
<b>REFLEX</b> (DEXTERITY)	+12 =	+7	+5				
<b>WILL</b> (WISDOM)	+4 =	+3	+1				

Devotion: +4 morale bonus vs. Enchantment spells and effects

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 36 =	+6		+4	-1	+16			+1

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
14	32				

CM Bonus	+20 Grappling	+16 =	+7	+7	+1	-

CM Defense	31 = 10	BAB	Strength	Dexterity	Size
		+7	+7	+5	+1

Base Attack	HP
+7	75

Initiative	Speed	Damage / Current HP
+5	20 ft	

### Bite (Roc)

Main hand: **+13, 1d8+7** Crit: x2  
Light, B/P/S

### Talon x2 (Roc)

Main hand: **+13/+13, 1d6+7 plus grab** Crit: x2  
Light, S

### Unarmed strike

Main hand: **+13/+8, 1d4+7** Crit: x2  
**nonlethal** Light, B, Nonlethal

Main w/ offhand: **+7/+2, 1d4+7**  
**nonlethal**

Main w/ light off: **+9/+4, 1d4+7**  
**nonlethal**

Offhand: **+5, 1d4+3 nonlethal**

Character Number: -



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b> Speed greater/less than 30 ft. : -4 to jump	<b>+4</b>	DEX (5)	-	
<b>Appraise</b>	<b>-4</b>	INT (-4)	-	
<b>Bluff</b>	<b>+0</b>	CHA (0)	-	
<b>Climb</b>	<b>+6</b>	STR (7)	-	
<b>Diplomacy</b>	<b>+0</b>	CHA (0)	-	
<b>Disguise</b>	<b>+0</b>	CHA (0)	-	
<b>Escape Artist</b>	<b>+5</b>	DEX (5)	1	
<b>Fly</b>	<b>+10</b>	DEX (5)	5	
<b>Heal</b>	<b>+1</b>	WIS (1)	-	
<b>Intimidate</b>	<b>+0</b>	CHA (0)	-	
<b>Linguistics</b>	<b>-2</b>	INT (-4)	2	
<b>Perception</b>	<b>+5</b>	WIS (1)	1	
<b>Ride</b>	<b>+4</b>	DEX (5)	-	
<b>Sense Motive</b>	<b>+1</b>	WIS (1)	-	
<b>Stealth</b>	<b>+4</b>	DEX (5)	1	
<b>Survival</b> Wayfinder: +2 to avoid becoming lost	<b>+1</b>	WIS (1)	-	
<b>Swim</b>	<b>+6</b>	STR (7)	-	

### Feats

#### Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

#### Eldritch Claws

Your natural weapons are considered both magic and silver for purpose of overcoming damage reduction.

#### Extra Item Slot (Shoulders Equipment Slot)

Gain an item slot your body does not normally possess.

#### Multiattack

Secondary natural attacks only take a -2 penalty instead of -5.

#### Narrow Frame

No attack or AC penalty while squeezing through space half your size or larger.

#### Toughness

You gain +3 hit points.

## Animal Tricks

### Attack [Trick]

The animal will attack on command.

### Bombard [Trick]

Drops item on designated point or opponent.

### Come [Trick]

The animal will come to you on command.

### Defend [Trick]

The animal will defend you.

### Deliver [Trick]

Delivers item to indicated point or person.

### Down [Trick]

The animal will break off combat on command.

### Fetch [Trick]

The animal will get a specific object.

### Flank [Trick]

Attempts to attack and flank indicated enemy.

### Flee [Trick]

Attempts to run away or hide.

### Get Help [Trick]

Attempts to bring back people it considers "help"

### Guard [Trick]

The animal stays in place and prevents others from approaching.

### Heel [Trick]

The animal will follow you.

### Other Trick [Trick, Dirty Trick]

The animal does something else you've trained it to do.

### Other Trick [Trick, Grapple]

The animal does something else you've trained it to do.

### Perform [Trick]

The animal will perform tricks.

### Stay [Trick]

The animal will stay where it is.

## +2 Large Barding Chain Shirt for Vogel

# +6

Max Dex: +4, Armor Check: -1

Spell Fail: 20%, Light

## Gear

**Total Weight Carried: 164.3/4160 lbs,**

**Encumbrance Ignored**

**(Light: 1384 lbs, Medium: 2768 lbs, Heavy: 4160 lbs)**

+2 Large Barding Chain Shirt for Vogel	50 lbs
Ale (per gallon) x10 <In: Saddlebags (42 @ 105 lbs)>	8 lbs
Bedroll <In: Saddlebags (42 @ 105 lbs)>	5 lbs
Bird feed (per day) x30 <In: Saddlebags (42 @ 105 lbs)>	0.5 lbs
Fishing net <In: Saddlebags (42 @ 105 lbs)>	5 lbs
loun stone (dusty rose prism) <In: Wayfinder (1 @ 0 lbs)>	-
Money	-
Muleback cords	0.25 lbs
Saddlebags (42 @ 105 lbs)	8 lbs
Wayfinder (1 @ 0 lbs)	1 lb

## Special Abilities

### Devotion +4 (Ex)

An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

### Evasion (Ex)

If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

## Experience & Wealth

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

## Special Abilities

### Fly (80 feet, Average)

A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to fly for as long as the antimagic effect persists.

### Grab: Talon (Large) (Ex)

If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking attacks of opportunity. Unless otherwise noted,

### Low-Light Vision

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

### Multiattack / Extra Attack

An animal companion gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat. If it does not have the requisite three or more natural attacks, the animal companion instead gains a

## Tracked Resources

Bird feed (per day)

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## Languages

Common

Tien

## Situational Modifiers

### Acrobatics

**Speed greater/less than 30 ft.** : -4 to jump

### Survival

**Wayfinder:** +2 to avoid becoming lost

### Will Save

**Devotion:** +4 morale bonus vs. Enchantment spells and effects

## Sourcebooks Used

- **Advanced Player's Guide** - Eldritch Claws (feat)
- **Advanced Player's Guide / Ultimate Equipment** - Muleback cords (equipment)
- **Animal Archive** - Bird feed (per day) (equipment); Bombard (animal trick); Deliver (animal trick); Extra Item Slot (feat); Flank (animal trick); Flee (animal trick); Get Help (animal trick); Narrow Frame (feat)
- **Bestiary Free Content** - Roc (race)
- **Dragon Empires Gazetteer / Inner Sea Races / Inner Sea World Guide** - Tien (language)

## Vogel – Abilities & Gear

### Armor Proficiency (Light) **Feat**

You are skilled at wearing light armor.

**Benefit:** When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

**Normal:** A character who is wearing armor with which he is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving.

**Special:** All characters except monks, sorcerers, and wizards automatically have Light Armor Proficiency as a bonus feat. They need not select it.

### Eldritch Claws **Feat**

Who needs magic weapons? Eldritch tricks are no match for your bestial ferocity.

**Prerequisites:** Str 15, natural weapons, base attack bonus +6.

**Benefit:** Your natural weapons are considered both magic and silver for purpose of overcoming damage reduction.

**Appears In :** Advanced Player's Guide

### Extra Item Slot (Shoulders Equipment Slot) **Feat**

You are able to wear magic items more easily than other creatures of your kind.

**Prerequisites:** Non-humanoid body shape.

**Benefit:** Choose one magic item slot not normally available to creatures with your shape. You can now use magic items in that slot.

**Appears In :** Animal Archive

### Multiattack **Feat**

This creature is particularly skilled at making attacks with its natural weapons.

**Prerequisites:** Three or more natural attacks

**Benefit:** The creature's secondary attacks with natural weapons take only a -2 penalty.

**Normal:** Without this feat, the creature's secondary attacks with natural weapons take a -5 penalty.

### Narrow Frame **Feat**

Your excellent coordination allows you to maneuver better in close quarters.

**Prerequisites:** Escape Artist 1 ranks, animal or magical beast.

**Benefit:** You do not take penalties on your attack rolls or to your AC for squeezing through a narrow space that is at least half as wide as your normal space, though each move into or through a narrow space still counts as if it were 2 squares.

**Appears In :** Animal Archive

### Toughness **Feat**

You have enhanced physical stamina.

**Benefit:** You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

### Attack [Trick] **Animal Trick Trick**

The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.

### Bombard [Trick] **Animal Trick Trick**

A flying animal can deliver projectiles on command, attempting to drop a specified item that it can carry (often alchemist's fire or some other incendiary) on a designated point or opponent, using its base attack bonus to determine its attack roll. The animal cannot throw the object, and must be able to fly directly over the target.

**Appears In :** Animal Archive

### Come [Trick] **Animal Trick Trick**

The animal comes to you, even if it normally would not do so.

### Defend [Trick] **Animal Trick Trick**

The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend a specific other character.

### Deliver [Trick] **Animal Trick Trick**

The animal takes an object (one you or an ally gives it, or that it recovers with the fetch trick) to a place or person you indicate. If you indicate a place, the animal drops the item and returns to you. If you indicate a person, the animal stays adjacent to the person until the item is taken. (Retrieving an item from an animal using the deliver trick is a move action.)

**Appears In :** Animal Archive

### Down [Trick] **Animal Trick Trick**

The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.

### Fetch [Trick] **Animal Trick Trick**

The animal goes and gets something. If you do not point out a specific item, the animal fetches some random object.

### Flank [Trick] **Animal Trick Trick**

You can instruct an animal to attack a foe you point to and always attempt to be adjacent to (and threatening) that foe. If you or an ally is also threatening the foe, the animal attempts to flank the foe, if possible. It always takes attacks of opportunity. The animal must know the attack trick before it can learn this trick.

**Appears In :** Animal Archive

### Flee [Trick] **Animal Trick Trick**

The animal attempts to run away or hide as best it can, returning only when its handler commands it to do so. Until such a command is received, the animal does its best to track its handler and any creatures with him or her, remaining hidden but within range of its sight or hearing. This trick is particularly useful for thieves and adventurers in that it allows the animal to evade capture, then return later to help free its friends.

**Appears In :** Animal Archive

## Vogel – Abilities & Gear

### **Get Help [Trick]** **Animal Trick Trick**

With this trick, a trainer can designate a number of creatures up to the animal's Intelligence score as "help." When the command is given, the animal attempts to find one of those people and bring her back to the handler, even if that means journeying a long distance to the last place it encountered the target creature.

**Appears In :** Animal Archive

### **Guard [Trick]** **Animal Trick Trick**

The animal stays in place and prevents others from approaching.

### **Heel [Trick]** **Animal Trick Trick**

The animal follows you closely, even to places where it normally wouldn't go.

### **Other Trick [Trick, Dirty Trick]** **Animal Trick Trick**

Add this trick for any other thing you trained this animal to perform that doesn't fall under another trick.

### **Other Trick [Trick, Grapple]** **Animal Trick Trick**

Add this trick for any other thing you trained this animal to perform that doesn't fall under another trick.

### **Perform [Trick]** **Animal Trick Trick**

The animal performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.

### **Stay [Trick]** **Animal Trick Trick**

The animal stays in place, waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.

### **Devotion +4 (Ex)** **Racial Ability (Master)**

An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

### **Evasion (Ex)** **Racial Ability (Master)**

If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

### **Fly (80 feet, Average)** **Unknown**

A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to fly for as long as the antimagic effect persists.

### **Grab: Talon (Large) (Ex)** **Racial Ability (Roc)**

If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking attacks of opportunity. Unless otherwise noted, grab works only against opponents the same size category as the creature or smaller. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on its combat maneuver check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constrict damage as well (the amount is given in the creature's descriptive text).

Creatures with the grab special attack receive a +4 bonus on combat maneuver checks to start and maintain a grapple.

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

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

### **Multiattack / Extra Attack** **Racial Ability (Master)**

An animal companion gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat. If it does not have the requisite three or more natural attacks, the animal companion instead gains a second attack with its primary natural weapon, albeit at a -5 penalty.

### **Ioun stone (dusty rose prism)** **Wondrous Item**

This stone grants the bearer a +1 insight bonus to AC.

A Prism is usually faceted, with a long shape where top and bottom have the same number of sides. Normally the width and angle of all sides are uniform.

These crystalline stones always float in the air and must be within 3 feet of their owner to be of any use. When a character first acquires a stone, she must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet from her head. Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow a stone (to keep it safe while she is sleeping, for example), but she loses the benefits of the stone during that time. Ioun stones have AC 24, 10 hit points, and hardness 5. The powers of each stone vary depending on its color and shape.

#### **Resonant Power:**

+1 insight bonus on combat maneuver checks.

#### **Construction**

**Requirements** Craft Wondrous Item, creator must be 12th level;  
**Cost** 2,500 gp

### **Muleback cords** **Wondrous Item (Shoulders)**

These thick leather cords wrap around the wearer's biceps and shoulders; when worn, they make the muscles appear larger than normal. The wearer treats his Strength score as 8 higher than normal when determining his carrying capacity (see Pathfinder RPG Core Rulebook page 171). This bonus does not apply to combat, breaking items, or any other Strength-related rolls except the amount of equipment or material the wearer can carry.

#### **Construction**

**Requirements** Craft Wondrous Item, *bull's strength*; **Cost** 500 gp

**Appears In :** Advanced Player's Guide, Ultimate Equipment

**Wayfinder (1 @ 0 lbs)**

**Wondrous Item**

A small magical device patterned on the design of ancient Azlanti relics, a *wayfinder* is a compact compass typically made from silver and bearing gold accents. While it serves as a badge of office for agents of the Pathfinder Society, a *wayfinder* is as much a handy tool as a status symbol. With a command word, the bearer can cause a *wayfinder* to shine (as per *light*). A *wayfinder* also acts as a nonmagical (magnetic) compass, granting a +2 circumstance bonus on Survival checks to avoid becoming lost. All *wayfinders* feature a small indentation designed to hold a single *ioun stone*. An *ioun stone* slotted in this manner grants the bearer its normal benefits as if it was orbiting her head, and resonates its powers with the *wayfinder*, replacing its ability to shine with a different power—see *Wayfinders and Resonance* on page 149.

**Note:** This item costs only 250 gp for members of the Pathfinder Society

**Construction**

**Requirements** Craft Wondrous Item, *light*; **Cost** 250 gp

**Appears In** : Seekers of Secrets, Inner Sea World Guide, Shattered Star, Pathfinder Society, Adventurer's Guide