

**Name:** Vogel

**Initiative:** +5

**CMB:** +16 (+20 Grab)

**Fort:** +9  
and effects)

**HP:** 75

**Speed:** 20' / Fly 80' (Average)

**Per-day Abilities:**

**Limited Use Items:**

**Key Skills:**

**AC:** 36 (Touch 14, FF 32)

**CMD:** 31 (FF 26)

**Reflex:** +12 (Evasion!)

**BAB:** +7

**Languages:** Common, Tien (comprehend only, int 3)

**Will:** +4 (Devotion +4 vs Enchantment spells)

**Performance:** +2

<b>Acrobatics:</b> +4 (untrained)	<b>Escape Artist:</b> +5 (untrained)	<b>Ride:</b> +4 (untrained)
<b>Appraise:</b> -4 (untrained)	<b>Fly:</b> +10	<b>Sense Motive:</b> +1 (untrained)
<b>Bluff:</b> +0 (untrained)	<b>Heal:</b> +1 (Untrained)	<b>Stealth:</b> +4
<b>Climb:</b> +6 (untrained)	<b>Intimidate:</b> +0 (Untrained)	<b>Survival:</b> +1 (untrained)
<b>Diplomacy:</b> +0 (untrained)	<b>Linguistics:</b> -2	<b>Swim:</b> +6 (untrained)
<b>Disguise:</b> +0 (Untrained)	<b>Perception:</b> +5	

**Tricks:** Attack, Bombard, Come, Defend, Deliver, Dirty Trick, Down, Fetch, Flank, Flee, Get Help, Grapple, Guard, Heel, Perform, Stay

**Always on:**

Evasion!

Low-light vision

No 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.

Light Carrying capacity 1384 pounds

Personal Gear 165, Kerstan 175, Kerstan Gear 61 = 401; can still carry 983 pounds and stay at light gear

**Immediate Action:**

**Free actions:**

**Swift actions:**

**Move actions:**

**Melee Attack actions - 10' reach:**

**Bite:** +13 to hit (20/x2) | 1d8+7 B/P/S Silver Magic

**Talon (x2):** +13 to hit (20/x2) | 1d6+7 S Silver Magic +20 Grab [initiate free-action grapple, no AoO – does not gained grapple condition himself if taking a -20 on the grapple roll]