

Raven

HD 7

Strength:	3	Att Adj: 0	Dam Adj: 0
Muscle:	3	Door: 2	Bar: 0
Stamina:	3	Wght: 5	
Dexterity:	15		
Aim:	13	Msl Adj: 0	
Balance:	17	Reac Adj: +2	Def Adj: -3
Constitution:	12		
Health:	12	Sys %: 80	Poison: 0
Fitness:	12	HP Adj: 0	Res %: 85
Intelligence:	15		
Reason:	15	Spell Lvl: -	Mx Spell: -
Knowledge:	15	Bonus Prf: 4	Learn %: -
Wisdom:	17		
Intuition:	17	Bonus: -	Fail %: -
Willpower:	17	Magic Def: +3	Spell Im: -
Charisma:	16		
Leadership:	15	Loyalty: +3	Hench: 7
Appearance:	17	Reac Adj: +6	

Sex: Male
Race: Raven
Feathers: Black

Thief	Roll
Pick:	70%
Open:	
Traps:	
Silent:	90%
Hide:	80%
Noise:	50
Climb:	
Read:	20
Magic:	
Illus.:	
Bribe:	
Tunnel	
:	
Bonds:	

Saving Throws	Base
Para/Pois/Death:	7
Rod/Staff/Wand:	11
Petri/Poly:	10
Breath Weapon:	13
Spell:	12

Hit Points
23
CPs Saved: 0
Hero Points: 1

Base AC: 10
Full AC: 7
Dex : +3

Movement
Run : 1
Swim :
Fly : 36
Tunnel :

Weapon – Base THACO: (16)	Init	Size	Reach	KD	Damage (s,m/l)
Peck				1d()	1/1
Wing Buffet				1d()	1/1
				1d()	

AC	10	9	8	7	6	5	4	3	2	1	0
Roll	6	7	8	9	10	11	12	13	14	15	16

Class/Special Abilities
Mimicry 40%, inc. Human speech
Good sense of sight
Disadvantage: Greed (shiny objects)

Proficiencies	Strt	Abil	Roll
Alertness			
Internal Compass			
Lucky			17
Precise Memory			
Heraldry	8	2	10
Modern languages, aseku	9	2	11
Navigation	6	4	10
Appraising (+3 CP)	8	4	15
Ventriloquism (+6 CP)	5	2	13
Herbalism (+4 CP)	6	4	14
Observation (S&M p. 59) (+3 CP)	7	2	12
Orienteering	7	4	11
Healing	5	4	9

Raven is the Druid Analinda Maerthir's companion, a friend raised from a nestling by the middle-aged human woman. Although not a familiar, Raven and the Druid have travelled together for many years now, and Raven has picked up a bit of information here and there about plants and wildlife. He knows that Analinda has some healing herbs in her pouches, and a magical talisman of the goddess Chymrae that heals once a day and has saved their lives several times.

Raven often flies ahead to warn Analinda of potential threats, since not only can he speak a few words of Human, but she was often able to speak Animal, as well. He also scouts with Cat and Rat on occasion, doing an aerial recon while they check out the ground. That can be especially useful, since he knows the words to Cat's magic "slipper-gloves" and can

sometimes trigger them even if Cat's mistress has been knocked out. Raven's been working on his speech, and has even picked up a few words of aseku and a modest talent at ventriloquism!

Snake's hypnotism power is a little eerie, and you're a bit worried that Cat has learned it too. Although neither Snake nor Cat have ever eaten a bird (around you!), you still tend to warn your cousins whenever you see them.

Wand of Magic Missiles: Raven was given this wand by Mage, as a thank-you for having helped rescue him and his companions. Mage keeps it charged up, although Druid has warned Raven not to use it on other animals, except in self-defense! Raven thinks the wand has 20 or so charges left right now.