

# LioKio, Celestial

Celestial Owl 10HD, Fighter 6th (Chaotic Good)  
Str 22, Dex 20, Con 16, Int 16, Wis 22, Cha 17

Hit Points (hp) **136** Initiative **+9** Grapple **+23** Damage Reduction **5/magic**  
Speed (Foot) **100 ft.** Spell Fail **0%** Spell Resistance **15**

Attacks	Weapon	Attacks	Damage	Critical	Description
Two-Weapons (primary)	Two Claws	<b>+20/+15/+10</b>	<b>1d8+12</b>	19-20 (x2)	Desc: Claw, claw...
Natural (primary)	Bite	<b>+18</b>	<b>1d8+6</b>	20 (x2)	Desc: Deals lethal damage and does not provoke an attack of opportunity

Defense	AC	Touch / Flat-footed	Armor / Shield	Saves	Fortitude	Reflex	Will
	<b>28</b>	16 / 23	None / None		+15	+14	+13

Skills	Value
Appraise	3
Balance	5
Bluff	3
Climb	6
Concentration	3
Decipher Script	-
Diplomacy	3
Disable Device	-
Disguise	3
Escape Artist	5
Forgery	3
Gather Information	3
Handle Animal	11
Heal	6
Hide	1
Intimidate	15
Jump	18
Listen	30
Move Silently	20
Open Lock	-
Ride	25
Search	3
Sense Motive	6
Sleight of Hand	-
Speak Language	4
Spellcraft	-
Spot	30
Survival	6+2
Swim	6
Tumble	-
Use Magic Device	-
Use Rope	5
Knowledge - Nature	20

**Abilities**

== Racial Traits: Celestial Owl ==  
9 feet tall, 20 foot wingspan  
Sees 5 times normal human at dusk  
Smite Evil (+4) 1/day  
Spell Resistance 15  
Damage Reduction 5/magic

== Class Features: Fighter 6th ==  
4x Bonus combat-oriented Feat

== Conditional Skill Bonuses ==  
+2 on Survival in aboveground natural env. [Knowledge - Nature]

== CHARACTER STATUS ==  
No errors detected



**Languages**  
Common, Sylvan

**Money**  
gp

**Feats**

Hover Hover in place as a move action  
Wingover Quickly change direction once per round as a free action  
Flyby Attack A Flyer can take a move action & another standard action during the move  
Alertness +2 bonus to Listen and Spot checks  
Improved Initiative +4 bonus on Initiative checks  
Iron Will +2 bonus on Will saves  
Improved Natural Attack The damage for selected natural weapon increases by one step  
Awesome Blow Get an opponent flying 10' thru the air  
Snatch Start a grapple when successful claw/bite attack, as though Improved Grab  
Multiattack Secondary attacks with natural weapons take only a -2 penalty

**Equipment**  
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**Magic Items**  
Amulet of Natural Armor +2

Potions: Everything Potion (10), Poison (1d8 Str or Con DC 20, 10)  
Scrolls: Fireball/Lightning bolt/Cone of Cold (18d6 DC 20, 2 each)