

Huntress - Elf Ranger Animal Companion of Jessabelle

NAME  
Mag18  
CLASS  
18  
Character Level  
NEXT LEVEL

0  
EXPERIENCE  
171000

Rebekah

PLAYERNAME  
Elven Hound (Cooshee/Dire)  
RACE  
0  
AGE  
Large  
SIZE  
Male  
GENDER

DEITY  
0' 0"  
HEIGHT  
0 lbs.  
WEIGHT  
EYES  
HAIR

Neutral Good  
ALIGNMENT  
Darkvision (60'), Low-light  
VISION  
0  
POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	27	+8	27	+8	27	+8
DEX Dexterity	23	+6	23	+6	23	+6
CON Constitution	13	+1	13	+1	13	+1
INT Intelligence	10	+0	10	+0	10	+0
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	8	-1	8	-1	8	-1

HP hit points	117	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED Walk 50 ft.		
AC armor class	36	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST	

INITIATIVE modifier	+10	=	+6	+	+4
	TOTAL		DEX MODIFIER		MISC MODIFIER
BASE ATTACK bonus	+18/+13/+8/+3				

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	21/10.5
✓ Appraise	INT	0	=	0	+	+
✓ Balance	DEX	10	=	6	+	4
✓ Bluff	CHA	-1	=	-1	+	+
✓ Climb	STR	8	=	8	+	+
✓ Concentration	CON	1	=	1	+	+
✓ Craft (Untrained)	INT	0	=	0	+	+
✓ Diplomacy	CHA	-1	=	-1	+	+
✓ Disguise	CHA	-1	=	-1	+	+
✓ Escape Artist	DEX	6	=	6	+	+
✓ Forgery	INT	0	=	0	+	+
✓ Gather Information	CHA	-1	=	-1	+	+
✓ Heal	WIS	1	=	1	+	+
✓ Hide	DEX	6	=	6	+	+
✓ Intimidate	CHA	-1	=	-1	+	+
✓ Jump	STR	20	=	8	+	12
✓ Listen	WIS	16	=	1	+	11.0 + 4
✓ Move Silently	DEX	6	=	6	+	+
✓ X Psychic (Mental Contact)	CHA	-1	=	-1	+	+
✓ Ride	DEX	6	=	6	+	+
✓ Search	INT	0	=	0	+	+
✓ Sense Motive	WIS	1	=	1	+	+
✓ Spot	WIS	16	=	1	+	11.0 + 4
✓ Survival	WIS	11	=	1	+	10.0 +
✓ Swim	STR	12	=	8	+	4
✓ Use Rope	DEX	6	=	6	+	+
			=	+	+	+
			=	+	+	+

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers					
FORTITUDE (constitution)	+12	=	+11	+	+1	+	+0	+	+0	+	+0	+	
REFLEX (dexterity)	+17	=	+11	+	+6	+	+0	+	+0	+	+0	+	
WILL (wisdom)	+7	=	+6	+	+1	+	+0	+	+0	+	+0	+	

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP						
MELEE attack bonus	+25/+20/+15/+10	=	+18/+13/+8/+3	+	+8	+	-1	+	+0	+	+0	+	
RANGED attack bonus	+23/+18/+13/+8	=	+18/+13/+8/+3	+	+6	+	-1	+	+0	+	+0	+	
GRAPPLE attack bonus	+33/+28/+23/+18	=	+18/+13/+8/+3	+	+8	+	+4	+	+3	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+21/+16/+11/+6	1d4+8	20/x2	5 ft.

*Elven Hound Bite	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	BPS	M	none/x0	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+26/+21/+16/+11	1d8+12				

Special Properties

\*: 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
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EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Elven Hound Bite	Equipped	1	0.0	0.0
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	0.0 gp

WEIGHT ALLOWANCE					
Light	1040	Medium	2080	Heavy	3120
Lift over head	3120	Lift off ground	6240	Push / Drag	15600

SPECIAL ABILITIES	
Devotion (Ex)	
Evasion (Ex)	
Improved Evasion (Ex)	
Link (Ex)	
Multiattack (Ex)	
Share Spells (Ex)	

SPECIAL QUALITIES	
<b>Magical Beast Traits</b>	
Magical Beasts eat/sleep/breathe	

FEATS	
Alertness	You get a +2 bonus on all Listen checks and Spot checks.
Defensive Stance	+1 dodge bonus to AC against all melee attacks
Improved Critical (Bite)	When using the weapon you selected, your threat range is doubled.
Improved Initiative	You get a +4 bonus on initiative checks.
Improved Natural Armor	creature's natural armor bonus increases by 1.
Improved Natural Attack (Bite)	The damage for the selected natural weapon increases by one step, as if the creature's size had increased by one category.
Power Attack	On your action, before making attack rolls for a round, you may choose to subtract up to 18 from all melee attack rolls and add the same number to all melee damage rolls.
Speed Burst	You can take an extra move action 9 times per day
Weapon Focus (Bite)	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Wild Talent (Psychic (Mental Contact))	
Track	To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.

PROFICIENCIES
Bite

LANGUAGES
Elven

TEMPLATES
Awakened Animal 1