

RavenWolf - Special Animal Companion of Pip

NAME

Mag3

CLASS

3

Character Level

NEXT LEVEL

PLAYERNAME

Raven Wolf

RACE

Medium

AGE

5

DEITY

Male

HEIGHT

4' 0"

WEIGHT

250 lbs.

HAIR

Jet Black,

ALIGNMENT

Neutral Good

VISION

Darkvision (60 ft.), Low-light

POINTS

0

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

18

+4

18

+4

18

+4

DEX

Dexterity

12

+1

12

+1

12

+1

CON

Constitution

14

+2

14

+2

14

+2

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

32

AC

armor class

13

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 40 ft.

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

INITIATIVE

modifier

+1

=

+1

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+5

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+7

=

+5

+

+2

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+6

=

+5

+

+1

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+4

=

+3

+

+1

+

+0

+

+0

+

+0

+

MELEE

attack bonus

TOTAL

+9

=

BASE ATTACK BONUS

+5

+

STAT

+4

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

RANGED

attack bonus

+6

=

+5

+

+1

+

+0

+

+0

+

+0

+

GRAPPLE

attack bonus

+9

=

+5

+

+4

+

+0

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+5

1d3+4

20/x2

5 ft.

\*Bite

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

BPS

M

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+9

1d8+4

Special Properties

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

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

6/3

MISC MODIFIER

✓ Acrobatics

DEX

1

=

1

+

+

✓ Appraise

INT

0

=

0

+

+

✓ Athletics

STR

4

=

4

+

+

✓ Bluff

CHA

-1

=

-1

+

+

✓ Concentration

CON

2

=

2

+

+

✓ Craft (Untrained)

INT

0

=

0

+

+

✓ Diplomacy

CHA

-1

=

-1

+

+

✓ Disguise

CHA

-1

=

-1

+

+

✓ Escape Artist

DEX

1

=

1

+

+

✓ Gather Information

CHA

-1

=

-1

+

+

✓ Heal

WIS

1

=

1

+

+

✓ Intimidate

CHA

-1

=

-1

+

+

✓ Perception

WIS

6

=

1

+

5.0

+

✓ Ride

DEX

1

=

1

+

+

✓ Sense Motive

WIS

1

=

1

+

+

✓ Stealth

DEX

4

=

1

+

3.0

+

✓ Survival

WIS

5

=

1

+

4.0

+

Survival (Find or follow tracks)

WIS

11

=

1

+

4.0

+

6

✓ Use Rope

DEX

1

=

1

+

+

=

+

+

=

+

+

✓: can be used untrained. X: exclusive skills. \*: Skill Mastery.

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Bite	Equipped	1	0.0	0.0
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	0.0 gp

WEIGHT ALLOWANCE					
Light	100	Medium	200	Heavy	300
Lift over head	300	Lift off ground	600	Push / Drag	1500

SPECIAL ATTACKS
<b>Share Spells (Ex)</b> At the druid's option, she may have any spell (but not any spell-like ability) she casts upon herself also effect her animal companion, which must be within 5 feet of you to benefit. Any spell with a duration will end prematurely if the animal companion move further than five feet away.

SPECIAL QUALITIES
<b>Cloaking</b>
<b>Damage Reduction</b>
<b>Eldritch</b>
<b>Grant of Aid</b>
<b>Inherent Spell</b>
<b>Link (Ex)</b> A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.
<b>Magical Beast Traits</b> Magical Beasts eat/sleep/breathe
<b>Raven Wolf</b>
<b>Scent (Ex)</b> Detect creatures within 30 feet by scent. Grants +4 to Survival checks when tracking creatures by scent.
<b>Companion ~ Might</b> Companion gains two positive levels

FEATS
<b>Feat Conversion to CP ~ 6 ( , )</b>
<b>Improved Natural Attack (Bite)</b> The damage for the selected natural weapon increases by one step, as if the creature's size had increased by one category.

PROFICIENCIES
Bite

LANGUAGES
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TEMPLATES
Positive Level (+2)