

Brutis - Animal Companion of Desire'

NAME

Ani10

0

CLASS

EXPERIENCE

10

55000

Character Level

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	19	+4	19	+4	19	+4
DEX Dexterity	19	+4	19	+4	19	+4
CON Constitution	15	+2	15	+2	15	+2
INT Intelligence	2	-4	2	-4	2	-4
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	6	-2	6	-2	6	-2

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILL
(wisdom)

+9

=

+7

+

+2

+

+0

+

+0

+

+0

+

+13

=

+7

+

+4

+

+0

+

+2

+

+0

+

+4

=

+3

+

+1

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE
attack bonus

+11/+6

=

+7/+2

+

+4

+

+0

+

+0

+

+0

+

RANGED
attack bonus

+11/+6

=

+7/+2

+

+4

+

+0

+

+0

+

+0

+

GRAPPLE
attack bonus

+11/+6

=

+7/+2

+

+4

+

+0

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+7/+2

1d3+4

20/x2

*Bite

CURRENT HAND

TYPE

SIZE

CRITICAL

Primary

M

20/x2

TOTAL ATTACK BONUS

DAMAGE

+12/+7

1d6+6

*: 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

Donna Fuller

PLAYERNAME

DEITY

Riding Dog

Medium

2' 6"

65 lbs.

RACE

SIZE

HEIGHT

WEIGHT

2

Male

Brown

Black,

AGE

GENDER

EYES

HAIR

VP
Vitality

92

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

WP
Wound Points

15

DAMAGE REDUCTION

SPEED

Walk 40 ft.

AC
armor class

27

TOTAL

FLAT

TOUCH

10

BASE

ARMOR BONUS

0

SHIELD BONUS

0

STAT

4

SIZE

0

NATURAL

13

MISC

0

MISS CHANCE

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESIST

0

INITIATIVE
modifier

+8

TOTAL

+4

DEX MODIFIER

+4

MISC MODIFIER

BASE ATTACK
bonus

+7/+2

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	13/6.5
					RANKS	MISC MODIFIER
✓ Appraise		INT	-4	= -4	+	+
✓ Balance		DEX	4	= 4	+	+
✓ Bluff		CHA	-2	= -2	+	+
✓ Climb		STR	4	= 4	+	+
✓ Concentration		CON	2	= 2	+	+
✓ Craft (Untrained)		INT	-4	= -4	+	+
✓ Diplomacy		CHA	-2	= -2	+	+
✓ Disguise		CHA	-2	= -2	+	+
✓ Escape Artist		DEX	4	= 4	+	+
✓ Forgery		INT	-4	= -4	+	+
✓ Gather Information		CHA	-2	= -2	+	+
✓ Heal		WIS	1	= 1	+	+
✓ Intimidate		CHA	-2	= -2	+	+
✓ Jump		STR	12	= 4	+	8
✓ Listen		WIS	1	= 1	+	+
✓ Ride		DEX	4	= 4	+	+
✓ Search		INT	-4	= -4	+	+
✓ Sense Motive		WIS	1	= 1	+	+
✓ Sneak		DEX	4	= 4	+	+
✓ Sneak (Hide)		DEX	4	= 4	+	+
✓ Spot		WIS	10	= 1	+	9.0
✓ Survival		WIS	7	= 1	+	6.0
✓ Swim		STR	4	= 4	+	+
✓ Use Rope		DEX	4	= 4	+	+
				=	+	+
				=	+	+

✓: can be used untrained. X: exclusive skills

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	175	Medium	350	Heavy	525
Lift over head	525	Lift off ground	1050	Push / Drag	2625

SPECIAL ABILITIES	
Animal Traits	
Animals eat/sleep/breathe	
Devotion (Ex)	
Evasion (Ex)	
Link (Ex)	
Multiattack (Ex)	
Scent (Ex)	
Share Spells (Ex)	

FEATS	
Improved Initiative	You get a +4 bonus on initiative checks.
Improved Natural Armor	creature's natural armor bonus increases by 1.
Improved Toughness	Gain hp equal to your current HD
Lightning Reflexes	You get a +2 bonus on all Reflex saving throws.
Weapon Focus (Bite)	You gain a +1 bonus on all attack rolls you make using the selected weapon.
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	

Notes:

Character Sheet Notes: