

Huntress - Animal Companion
of Jessabelle

NAME

Mag12

CLASS

0

EXPERIENCE

78000

PLAYERNAME

Elven Hound (Cooshee)

RACE

Medium

SIZE

2' 0"

HEIGHT

200 lbs.

WEIGHT

Green with Brown spots, shaggy

HAIR

0

DEITY

Neutral Good

ALIGNMENT

Low-light VISION

Character Level

12

NEXT LEVEL

2

AGE

Female

GENDER

Green

EYES

0

POINTS

0

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	25	+7	25	+7	25	+7
DEX Dexterity	20	+5	20	+5	20	+5
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	12	+1	12	+1	12	+1
WIS Wisdom	16	+3	16	+3	16	+3
CHA Charisma	11	+0	11	+0	11	+0

VP
Vitality

116

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

WP
Wound Points

14

DAMAGE REDUCTION

SPEED

Walk 50 ft.

AC
armor class

26

TOTAL

21

FLAT

15

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

5

STAT

0

SIZE

11

NATURAL

0

MISC

0

MISS CHANCE

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESIST

0

INITIATIVE
modifier

+9

TOTAL

+5

DEX MODIFIER

+4

MISC MODIFIER

BASE ATTACK
bonus

+12/+7/+2

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE
(constitution)

+10

=

+8

+

+2

+

+0

+

+0

+

+0

+

REFLEX
(dexterity)

+13

=

+8

+

+5

+

+0

+

+0

+

+0

+

WILL
(wisdom)

+7

=

+4

+

+3

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE
attack bonus

+19/+14/+9

=

+12/+7/+2

+

+7

+

+0

+

+0

+

+0

+

RANGED
attack bonus

+17/+12/+7

=

+12/+7/+2

+

+5

+

+0

+

+0

+

+0

+

GRAPPLE
attack bonus

+22/+17/+12

=

+12/+7/+2

+

+7

+

+0

+

+3

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+15/+10/+5	1d3+7	20/x2

*Bite	CURRENT HAND	TYPE	SIZE	CRITICAL
	Primary		M	19-20/x2
TOTAL ATTACK BONUS	DAMAGE			
+20/+15/+10	1d8+10			

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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SKILLS		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	15/7.5
SKILL NAME					RANKS	MISC MODIFIER
✓	Appraise	INT	1	= 1	+	+
✓	Balance	DEX	9	= 5	+	+ 4
✓	Bluff	CHA	0	= 0	+	+
✓	Climb	STR	7	= 7	+	+
✓	Concentration	CON	2	= 2	+	+
✓	Craft (Untrained)	INT	1	= 1	+	+
✓	Diplomacy	CHA	0	= 0	+	+
✓	Disguise	CHA	0	= 0	+	+
✓	Escape Artist	DEX	5	= 5	+	+
✓	Forgery	INT	1	= 1	+	+
✓	Gather Information	CHA	0	= 0	+	+
✓	Heal	WIS	3	= 3	+	+
✓	Intimidate	CHA	0	= 0	+	+
✓	Jump	STR	19	= 7	+	+ 12
✓	Listen	WIS	9	= 3	+	+ 2.0 + 4
✓	Ride	DEX	5	= 5	+	+
✓	Search	INT	1	= 1	+	+
✓	Sense Motive	WIS	3	= 3	+	+
✓	Sneak	DEX	5	= 5	+	+
✓	Sneak (Hide)	DEX	5	= 5	+	+
✓	Spot	WIS	13	= 3	+	+ 6.0 + 4
✓	Survival	WIS	14	= 3	+	+ 11.0 +
✓	Survival (Tracking)	WIS	18	= 3	+	+ 11.0 + 4
✓	Swim	STR	11	= 7	+	+ 4
✓	Use Rope	DEX	5	= 5	+	+
				=	+	+
				=	+	+

✓: 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	400	Medium	800	Heavy	1200
Lift over head	1200	Lift off ground	2400	Push / Drag	6000

SPECIAL ABILITIES	
Devotion (Ex)	
Evasion (Ex)	
Immune to sleep spells or effects	
Link (Ex)	
Magical Beast Traits	
Magical Beasts eat/sleep/breathe	
Multiattack (Ex)	
Resist Enchantment (Ex): +2 racial bonus on saving throws against enchantment spells or effects	
Scent (Ex): +4 racial bonus on Survival checks when tracking by scent. Detect opponents within 30 ft by smell.	
Share Spells (Ex)	
Sprint (Ex): Once per hour, an elven hound can move five times its normal speed when it makes a charge.	

FEATS	
Alertness	You get a +2 bonus on all Listen checks and Spot checks.
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 a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus.
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

TEMPLATES
Awakened Animal 1

Huntress- Animal Companion of Jessabelle

Elven Hound (Cooshee)

RACE

2

AGE

Female

GENDER

Low-light

VISION

Neutral Good

ALIGNMENT

Ambidextrous

DOMINANT HAND

2' 0"

HEIGHT

200 lbs.

WEIGHT

Green

EYE COLOUR

SKIN COLOUR

Green with Brown spots, shaggy

HAIR

PHOBIAS

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PERSONALITY TRAITS

INTERESTS

French Accent,

SPOKEN STYLE

RESIDENCE

LOCATION

None

REGION

Description:

Biography:

Speaks Elvish

Notes:

Character Sheet Notes: