Destinie
NAME

Donnamarie
PLAYERNAME

Silvanus
DEITY

Neutral Good
ALIGNMENT

Ani9 Ani	0	Dire Panther	Large	8' 0"	1600 lbs.	Darkvision (90'), Low-light
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION

9	45000	25	Female	Green	Black,	0
Character Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS

Abilities

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	25	+7	25	+7	25	+7
DEX Dexterity	19	+4	23	+6	23	+6
CON Constitution	21	+5	21	+5	21	+5
INT Intelligence	15	+2	15	+2	15	+2
WIS Wisdom	17	+3	17	+3	17	+3
CHA Charisma	13	+1	13	+1	13	+1

VP Vitality: 105

WP Wound Points: 21

AC armor class:

TOTAL	FLAT	TOUCH		BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST
30	24	18	= 10 +	3 +	0 +	6 +	-1 +	9 +	3		0	+0	0

SPEED: Walk 40 ft.

WOUNDS/CURRENT HP / SUBDUAL DAMAGE / DAMAGE REDUCTION

INITIATIVE modifier:

TOTAL		DEX MODIFIER		MISC MODIFIER
+10	=	+6	+	+4

BASE ATTACK bonus: +6/+1

Saving Throws

	TOTAL		BASE SAVE		ABILITY		MAGIC		MISC		EPIC		TEMP	conditional modifiers
FORTITUDE (constitution)	+13	=	+6	+	+5	+	+2	+	+0	+	+0	+		
REFLEX (dexterity)	+11	=	+3	+	+6	+	+2	+	+0	+	+0	+		
WILL (wisdom)	+11	=	+6	+	+3	+	+2	+	+0	+	+0	+		

Attack Bonuses

	TOTAL		BASE ATTACK BONUS		STAT		SIZE		MISC		EPIC		TEMP
MELEE attack bonus	+16/+11	=	+6/+1	+	+7	+	-1	+	+4	+	+0	+	
RANGED attack bonus	+15/+10	=	+6/+1	+	+6	+	-1	+	+4	+	+0	+	
GRAPPLE attack bonus	+21/+16	=	+6/+1	+	+7	+	+4	+	+4	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+12/+7	1d4+7	20/x2	5 ft.

*Bite		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand	BPS	L	20/x2	5 ft.
TOTAL ATTACK BONUS			DAMAGE			
+15			2d6+3			
Special Properties						

*Claw		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	PS	L	20/x2	5 ft.
TOTAL ATTACK BONUS			DAMAGE			
+17/+17			1d8+7			
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
*Amulet of Natural Armor +2		+2		+0	0
*Bracers of Armor +3		+3		+0	0
*Ring of Protection +3		+3		+0	0

SKILLS

	SKILL NAME	KEY ABILITY	SKILL MODIFIER		ABILITY MODIFIER		MAX RANKS 12/6 RANKS		MISC MODIFIER
✓	Appraise	INT	2	=	2	+		+	
✓	Balance	DEX	6	=	6	+		+	
✓	Bluff	CHA	2	=	1	+	1.0	+	
✓	Climb	STR	9	=	7	+	2.0	+	
✓	Concentration	CON	14	=	5	+	9.0	+	
✓	Craft (Untrained)	INT	2	=	2	+		+	
✓	Diplomacy	CHA	4	=	1	+	3.0	+	
✓ ✗	Diplomacy (Wild Empathy)	CHA	14	=	1	+	3.0	+	10
✓	Disguise	CHA	1	=	1	+		+	
✓	Escape Artist	DEX	6	=	6	+		+	
✓	Forgery	INT	2	=	2	+		+	
✓	Gather Information	CHA	1	=	1	+		+	
	Handle Animal	CHA	5	=	1	+	4.0	+	
✓	Heal	WIS	5	=	3	+	2.0	+	
✓	Hide	DEX	9	=	6	+	3.0	+	
✓	Intimidate	CHA	1	=	1	+		+	
✓	Jump	STR	11	=	7	+		+	4
	Knowledge (Dangerous Beasts)	INT	4	=	2	+	2.0	+	
	Knowledge (Dungeoneering)	INT	6	=	2	+	4.0	+	
	Knowledge (Fey)	INT	3	=	2	+	1.0	+	
	Knowledge (Geography)	INT	4	=	2	+	2.0	+	
	Knowledge (History)	INT	4	=	2	+	2.0	+	
	Knowledge (Nature)	INT	17	=	2	+	11.0	+	4
	Knowledge (Nobility and Courtesy)	INT	3	=	2	+	1.0	+	
	Knowledge (Religion)	INT	6	=	2	+	4.0	+	
	Knowledge (The Planes)	INT	3	=	2	+	1.0	+	
	Knowledge (Undead)	INT	4	=	2	+	2.0	+	
✓	Listen	WIS	10	=	3	+	7.0	+	
✓	Move Silently	DEX	23	=	6	+	3.0	+	14
✓	Ride	DEX	7	=	6	+	1.0	+	
✓	Search	INT	2	=	2	+		+	
✓	Sense Motive	WIS	3	=	3	+		+	
	Spellcraft	INT	7	=	2	+	5.0	+	
✓	Spot	WIS	20	=	3	+	7.0	+	10
✓	Survival	WIS	14	=	3	+	9.0	+	2
	Survival (Natural environments)	WIS	16	=	3	+	9.0	+	4
✓	Swim	STR	11	=	7	+	4.0	+	
✓	Use Rope	DEX	6	=	6	+		+	
				=		+		+	
				=		+		+	

✓: can be used untrained. ✗: exclusive skills

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EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
Amulet of Natural Armor +2	Equipped	1	0.0	8000.0
Bite	Equipped	1	0.0	0.0
Bracers of Armor +3	Equipped	1	1.0	9000.0
Claw	Equipped	1	0.0	0.0
Cloak of Resistance +2	Equipped	1	1.0	4000.0
Girdle of the Lion	Equipped	1	1.0	0.0
Gloves of Dexterity +4	Equipped	1	0.0	16000.0
Ring of Evasion	Equipped	1	0.0	25000.0
Ring of Protection +3	Equipped	1	0.0	18000.0
TOTAL WEIGHT CARRIED/VALUE			3 lbs.	80000.0 gp

WEIGHT ALLOWANCE

Light	800	Medium	1600	Heavy	2400
Lift over head	2400	Lift off ground	4800	Push / Drag	12000

SPECIAL ABILITIES

Animals eat/sleep/breathe

Evasion (Ex): Take no damage on a successful Reflex save that deals half

Girdle of the Lion - Grants Speak with Cats [free action]; Move silent bonus (+10), fall bonus 40' without taking damage and Damage Reduction:10 from Falling, Grants Cats vision (+ 10 to Spot and darkvision), Grants pluses to reaction dealing with cats.

Improved Grab (Ex) To use this ability, the dire panther must hit with its bite attack. It can than attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Nature Sense (Ex): +2 bonus on Knowledge (Nature) and Survival checks.

Pounce (Ex) If the dire panther charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex) Attack bonus +15 melee, damage 1d8+3

Resist Nature's Lure (Ex):+4 bonus on saving throws against the spell-like abilities of fey.

Trackless Step (Ex): Leaves no trail in natural surroundings and cannot be tracked.

Venom Immunity (Ex): Immune to all poisons.

Wild Empathy (Ex): +10 to Diplomacy check against animals - takes 1 minute

Woodland Stride (Ex): Can move through any sort of undergrowth at her normal speed and without taking damage or suffering any impairment. (Magically manipulated can still impede her).

FEATS

Brandish Magical Might	Add ability score bonus to spell resistance checks
Flyby Attack	When flying, the creature can take a move action (including a dive) and another standard action at any point during the move.
Improved Initiative	+4 bonus on initiative checks.
Improved Natural Attack (Bite, Claw)	The damage for the selected natural weapon increases by one step, as if the creature's size had increased by one category.
Mobility	+4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area.
Multiattack	The creature's secondary attacks with natural weapons take only a -2 penalty.
Natural Spell	You can complete the verbal and somatic components of spells while in a wild shape. You can also use any material components or focuses you possess, even if such items are melded within your current form.
Sculpt Spell	[Lv+1] Modify an area spell by making it either a cylinder (10-ft.-radius, 30-ft.-high), a 40-ft.-cone, four 10-ft. cubes, a ball (20-ft.-radius spread) or 120-ft.-line.
Spellcasting Prodigy	Treat primary spellcasting ability score as 2 higher for bonus spells and save DCs. [Increases Spell Points by 2 @ 1st level and an additional 1 per each level beyond]
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.
Weapon Focus (Bite, Claw)	+1 bonus on all attack rolls with selected weapon.
Modify Spell ~ Double Duration	[Lv+1] Durations of Concentration, Instantaneous, or Permanent are not affected.
Modify Spell ~ Double Range	[Lv+1] If the range determines its area or effect, the dimensions of its area or effect increase proportionally.
Modify Spell ~ Increase Power	[Lv+2] All the variables, numeric effects increase by one-half. Saving throws and opposed rolls (such as caster power checks) are not affected.
Modify Spell ~ No Somatic Components	[Lv+1] Spell can be cast without gestures or movements.
Modify Spell ~ No Verbal Component	[Lv+1] Spell can be cast with no verbal components.

PROFICIENCIES

LANGUAGES

Common, Druidic

TEMPLATES

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