

Huntress 5.11 - ELF ANIMAL
COMPANION of Jessabelle

NAME

Mag14

CLASS

14

Character Level

0

EXPERIENCE

105000

NEXT LEVEL

PLAYERNAME

Elven Hound
(Cooshee)
(Awakened)

RACE

0

AGE

DEITY

Medium

SIZE

Female

GENDER

0' 0"

HEIGHT

0 lbs.

WEIGHT

,

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	26	+8	26	+8	26	+8
DEX Dexterity	20	+5	20	+5	20	+5
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	13	+1	13	+1	13	+1
WIS Wisdom	16	+3	16	+3	16	+3
CHA Charisma	11	+0	11	+0	11	+0

VP
Vitality

135

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

WP
Wound Points

14

DAMAGE REDUCTION

SPEED

Walk 50 ft.

AC
armor class

28

TOTAL

23

FLAT

15

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

5

STAT

0

SIZE

13

NATURAL

0

MISC

MISS CHANCE

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESIST

0

INITIATIVE

modifier

+9

=

+5

+

+4

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+14/+9/+4

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE
(constitution)

+11

=

+9

+

+2

+

+0

+

+0

+

+0

+

REFLEX
(dexterity)

+14

=

+9

+

+5

+

+0

+

+0

+

+0

+

WILL
(wisdom)

+7

=

+4

+

+3

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE
attack bonus

+22/+17/+12

=

+14/+9/+4

+

+8

+

+0

+

+0

+

+0

+

RANGED
attack bonus

+19/+14/+9

=

+14/+9/+4

+

+5

+

+0

+

+0

+

+0

+

GRAPPLE
attack bonus

+25/+20/+15

=

+14/+9/+4

+

+8

+

+0

+

+3

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+18/+13/+8	1d3+8	20/x2

*Bite	CURRENT HAND	TYPE	SIZE	CRITICAL
	Primary		M	19-20/x2
TOTAL ATTACK BONUS	DAMAGE			
+23/+18/+13	1d8+12			
Special Properties				

*Bite	CURRENT HAND	TYPE	SIZE	CRITICAL
	Primary	BPS	M	19-20/x2
TOTAL ATTACK BONUS	DAMAGE			
+23	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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SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	17/8.5
✓ Appraise	INT	1	=	1	+	+
✓ Balance	DEX	9	=	5	+	+ 4
✓ Bluff	CHA	0	=	0	+	+
✓ Climb	STR	8	=	8	+	+
✓ 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	20	=	8	+	+ 12
✓ Listen	WIS	7	=	3	+	+ 4
✓ X Psychic (Mental Contact)	CHA	8	=	0	+	+ 8.0
✓ Ride	DEX	5	=	5	+	+
✓ Search	INT	3	=	1	+	+ 2.0
✓ Search (Secret doors and hidden compartments)	INT	1	=	1	+	+
✓ Sense Motive	WIS	3	=	3	+	+
✓ Sneak	DEX	5	=	5	+	+
✓ Sneak (Hide)	DEX	5	=	5	+	+
✓ Spot	WIS	15	=	3	+	+ 8.0
✓ Survival	WIS	14	=	3	+	+ 11.0
✓ Swim	STR	12	=	8	+	+ 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	
Bite	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	0.0 gp	

WEIGHT ALLOWANCE					
Light	460	Medium	920	Heavy	1380
Lift over head	1380	Lift off ground	2760	Push / Drag	6900

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.
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-2

Notes:

Character Sheet Notes: