

Reed - ANIMAL COMPANION of Edgar

NAME

Ani4

CLASS

4

Character Level

0

EXPERIENCE

10000

NEXT LEVEL

PLAYERNAME

Wolf

RACE

Medium

AGE

0

SIZE

Male

GENDER

DEITY

HEIGHT

0' 0"

EYES

WEIGHT

0 lbs.

HAIR

ALIGNMENT

True Neutral

VISION

Low-light

POINTS

0

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

14

+2

14

+2

14

+2

DEX

Dexterity

16

+3

16

+3

16

+3

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

VP

Vitality

34

AC

armor class

18

WOUNDS/CURRENT HP

15

FLAT

13

TOUCH

10

SUBDUAL DAMAGE

0

ARMOR BONUS

0

SHIELD BONUS

0

STAT

3

SIZE

0

NATURAL

5

MISC

0

WP

Wound Points

15

DAMAGE REDUCTION

MISS CHANCE

0

SPEED

Walk 50 ft.

INITIATIVE

modifier

+3

TOTAL

+3

DEX MODIFIER

+3

MISC MODIFIER

+0

BASE ATTACK

bonus

+3

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+6

=

+4

+

+2

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+7

=

+4

+

+3

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+2

=

+1

+

+1

+

+0

+

+0

+

+0

+

MELEE

attack bonus

+5

=

+3

+

+2

+

+0

+

+0

+

+0

+

RANGED

attack bonus

+6

=

+3

+

+3

+

+0

+

+0

+

+0

+

GRAPPLE

attack bonus

+5

=

+3

+

+2

+

+0

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+1

1d3+2

20/x2

5 ft.

*Bite

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

BPS

M

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+6

1d6+3

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

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

7/3.5

MISC MODIFIER

✓ Appraise

INT

-4

= -4

+

+

✓ Balance

DEX

3

= 3

+

+

✓ Bluff

CHA

-2

= -2

+

+

✓ Climb

STR

2

= 2

+

+

✓ Concentration

CON

2

= 2

+

+

✓ Craft (Untrained)

INT

-4

= -4

+

+

✓ Diplomacy

CHA

-2

= -2

+

+

✓ Disguise

CHA

-2

= -2

+

+

✓ Escape Artist

DEX

3

= 3

+

+

✓ Forgery

INT

-4

= -4

+

+

✓ Gather Information

CHA

-2

= -2

+

+

✓ Heal

WIS

1

= 1

+

+

✓ Hide

DEX

3

= 3

+

+

✓ Intimidate

CHA

-2

= -2

+

+

✓ Jump

STR

10

= 2

+

+

8

✓ Listen

WIS

3

= 1

+

2.0

+

✓ Move Silently

DEX

4

= 3

+

1.0

+

✓ Ride

DEX

3

= 3

+

+

✓ Search

INT

-4

= -4

+

+

✓ Sense Motive

WIS

1

= 1

+

+

✓ Spot

WIS

3

= 1

+

2.0

+

✓ Survival

WIS

3

= 1

+

2.0

+

✓ Swim

STR

2

= 2

+

+

✓ Use Rope

DEX

3

= 3

+

+

=

+

+

=

+

+

✓: 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	87	Medium	175	Heavy	262
Lift over head	262	Lift off ground	525	Push / Drag	1312

SPECIAL ABILITIES	
Animal Traits	
Evasion (Ex)	
Link (Ex)	
Scent (Ex)	
Share Spells (Ex)	
Trip (Ex)	

FEATS	
Improved Natural Armor	creature's natural armor bonus increases by 1.
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: