

Armand

NAME	PLAYERNAME			DEITY		ALIGNMENT
Ani16 Ani	Dire Tiger (Awakened)			0' 0"		Chaotic Good
CLASS	3000	Large		0 lbs.		Darkvision (60'), Low-light
16/18	EXPERIENCE	RACE		HEIGHT		VISION
Character Level/ECL	171000	0		,		0
NEXT LEVEL	AGE	Male		EYES		POINTS
ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED			
STR Strength	34	+12	34	+12	34	+12	VP Vitality	162				WP Wound Points	18	10/Magic		Walk 40 ft.						
DEX Dexterity	22	+6	22	+6	22	+6	AC armor class	27	21	15	10	0	0	6	-1	12	0		0	+0	21	
								TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST	
CON Constitution	18	+4	18	+4	18	+4	INITIATIVE modifier				+10	=	+6	+	+4	SKILLS						
INT Intelligence	8	-1	8	-1	8	-1					TOTAL		DEX MODIFIER	MISC MODIFIER	KEY ABILITY							
WIS Wisdom	16	+3	16	+3	16	+3	BASE ATTACK bonus				+12/+7/+2				SKILL MODIFIER							
CHA Charisma	14	+2	14	+2	14	+2									ABILITY MODIFIER							
															MAX RANKS							
															19/9.5							
															MISC MODIFIER							

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE <small>(constitution)</small>	+14	= +10	+ +4	+ +0	+ +0	+ +0	+ <div></div>	
REFLEX <small>(dexterity)</small>	+16	= +10	+ +6	+ +0	+ +0	+ +0	+ <div></div>	
WILL <small>(wisdom)</small>	+13	= +10	+ +3	+ +0	+ +0	+ +0	+ <div></div>	

	TOTAL		BASE ATTACK BONUS		STAT		SIZE		MISC		EPIC		TEMP
MELEE attack bonus	+23/+18/+13	=	+12/+7/+2	+	+12	+	-1	+	+0	+	+0	+	
RANGED attack bonus	+17/+12/+7	=	+12/+7/+2	+	+6	+	-1	+	+0	+	+0	+	
GRAPPLE attack bonus	+28/+23/+18	=	+12/+7/+2	+	+12	+	+4	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+19/+14/+9	1d4+12	20/x2	5 ft.

*Bite	HAND	TYPE	SIZE	CRITICAL	REACH
	Off-hand	BPS	L	19-20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+22	3d6+6				
Special Properties					

*Claw	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	PS	L	19-20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+24/+24	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
*Amulet of Natural Armor +5		+5		+0	0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	19/9.5
✓ Appraise	INT	-1	= -1	+	+
✓ Balance	DEX	6	= 6	+	+
✓ Bluff	CHA	2	= 2	+	+
✓ Climb	STR	21	= 12	+ 9.0	+
✓ Concentration	CON	4	= 4	+	+
✓ Craft (Untrained)	INT	-1	= -1	+	+
✓ Diplomacy	CHA	2	= 2	+	+
✓ Disguise	CHA	2	= 2	+	+
✓ Escape Artist	DEX	6	= 6	+	+
✓ Forgery	INT	-1	= -1	+	+
✓ Gather Information	CHA	2	= 2	+	+
✓ Heal	WIS	3	= 3	+	+
✓ Hide	DEX	6	= 6	+	+
✓ Intimidate	CHA	2	= 2	+	+
✓ Jump	STR	26	= 12	+ 10.0	4
✓ Listen	WIS	12	= 3	+ 9.0	+
✓ Move Silently	DEX	10	= 6	+	4
✓ Ride	DEX	6	= 6	+	+
✓ Search	INT	2	= -1	+ 3.0	+
✓ Sense Motive	WIS	3	= 3	+	+
✓ Spot	WIS	12	= 3	+ 9.0	+
✓ Survival	WIS	7	= 3	+ 4.0	+
✓ Swim	STR	15	= 12	+ 3.0	+
✓ Use Rope	DEX	6	= 6	+	+
					= + +
					= + +
✓: can be used untrained. X: exclusive skills					

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Amulet of Natural Armor +5	Equipped	1	0.0	50000.0
Bite	Equipped	1	0.0	0.0
Claw	Equipped	1	0.0	0.0
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	50000.0 gp

WEIGHT ALLOWANCE					
Light	2800	Medium	5600	Heavy	8400
Lift over head	8400	Lift off ground	16800	Push / Drag	42000

SPECIAL ABILITIES	
Animals eat/sleep/breathe	
Energy Resistance Acid/Cold/Electricity 10	
Improved Grab (Ex)	
Pounce (Ex)	
Rake (Ex)	
Scent (Ex)	
Smite Evil (Su): 1/day - One attack adds +2 (Charisma bonus) to hit and deals +0 (1 point of damage for each level)	

FEATS	
Improved Critical (Bite, Claw)	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, Claw)	The damage for the selected natural weapon increases by one step, as if the creature's size had increased by one category.
Multiattack	The creature's secondary attacks with natural weapons take only a -2 penalty.
Speed Burst	Extra move action once per day per two levels
Weapon Focus (Bite, Claw)	You gain a +1 bonus on all attack rolls you make using the selected weapon.

PROFICIENCIES
Bite, Claw

LANGUAGES
Common

TEMPLATES
Celestial
Awakened Animal

Notes:

Character Sheet Notes: