

NAME _____

Character Level/ECL	NEXT LEVEL
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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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PLAYERNAME

AGE	GENDER
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DEITY

EYES	HAIR
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ALIGNMENT

POINTS

✓: can be used untrained. ✗: exclusive skills

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Claw	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	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) To use this ability, the dire tiger must hit with its bite attack. It can then 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.	
Pounce (Ex) If the dire tiger charges a foe, it can make a full attack, including two rake attacks.	
Rake (Ex) Attack bonus +22 melee, damage 2d6+6	
Smite Evil (Su): 1/day - One attack adds +0 (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	You can take an extra move action 8 times per day [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