

NAME	
Mag10	0
CLASS	EXPERIENCE
10	55000
Character Level	NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	18	+4	18	+4	18	+4
DEX Dexterity	19	+4	19	+4	19	+4
CON Constitution	12	+1	12	+1	12	+1
INT Intelligence	8	-1	8	-1	8	-1
WIS Wisdom	10	+0	10	+0	10	+0
CHA Charisma	10	+0	10	+0	10	+0

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+8	= +7	+ +1	+ +0	+ +0	+ +0	+ <div></div>	
REFLEX (dexterity)	+11	= +7	+ +4	+ +0	+ +0	+ +0	+ <div></div>	
WILL (wisdom)	+3	= +3	+ +0	+ +0	+ +0	+ +0	+ <div></div>	

	TOTAL		BASE ATTACK BONUS		STAT		SIZE		MISC		EPIC		TEMP
MELÉE attack bonus	+14/+9	=	+10/+5	+	+4	+	+0	+	+0	+	+0	+	
RANGED attack bonus	+14/+9	=	+10/+5	+	+4	+	+0	+	+0	+	+0	+	
GRAPPLE attack bonus	+14/+9	=	+10/+5	+	+4	+	+0	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+10/+5	1d3+4	20/x2

*Bite	CURRENT HAND	TYPE	SIZE	CRITICAL
	Primary	PS	M	20/x2
TOTAL ATTACK BONUS		DAMAGE		
+14		1d6+4		
Special Properties				

*Claws	CURRENT HAND	TYPE	SIZE	CRITICAL
	Off-hand	BPS	M	19-20/x2
TOTAL ATTACK BONUS		DAMAGE		
+12/+12		1d8+2		
Special Properties				

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	
Spirit Cat, Juvenile	Medium
RACE	SIZE
2	Male
AGE	GENDER

VP Vitality	72	WOUNDS/CURRENT HP		
AC armor class	20	:	20	:
	TOTAL		FLAT	TOUCH
			14	=

INITIATIVE
modifier

BASE ATTACK
bonus

INITIATIVE
TOTAL

+8 = **+4** + **+4**
DEX MODIFIER MISC MODIFIER

+10/+5

DEITY	
3' 0"	60 lbs.
HEIGHT	WEIGHT
Sky Blue	Black, Fur
EYES	HAIR

DAMAGE						DAMAGE REDUCTION
	WP Wound Points		12			
0	+	0	+	4	+	0
ARMOR		SHIELD		STAT		SIZE
				6	+	0
				NATURAL		MISC
						MISS

ALIGNMENT
Low-light
VISION
0
POINTS

SPEED
Walk 40 ft.

0
ARCANE

+0
ARMOR

0
SPELL

Skill Name		Skills					13/6.5	
		Key Ability	Skill Modifier	Ability Modifier	Ranks	Misc Modifier		
✓	Appraise	INT	-1	= -1	+	+		
✓	Balance	DEX	4	= 4	+	+		
✓	Bluff	CHA	0	= 0	+	+		
✓	Climb	STR	4	= 4	+	+		
✓	Concentration	CON	1	= 1	+	+		
✓	Craft (Untrained)	INT	-1	= -1	+	+		
✓	Diplomacy	CHA	0	= 0	+	+		
✓	Disguise	CHA	0	= 0	+	+		
✓	Escape Artist	DEX	4	= 4	+	+		
✓	Forgery	INT	-1	= -1	+	+		
✓	Gather Information	CHA	0	= 0	+	+		
✓	Heal	WIS	0	= 0	+	+		
✓	Intimidate	CHA	0	= 0	+	+		
✓	Jump	STR	10	= 4	+ 2.0	+		
✓	Listen	WIS	2	= 0	+ 2.0	+		
✓	Ride	DEX	4	= 4	+	+		
✓	Search	INT	-1	= -1	+	+		
✓	Sense Motive	WIS	0	= 0	+	+		
✓	Sneak	DEX	10	= 4	+ 6.0	+		
✓	Sneak (Hide)	DEX	10	= 4	+ 6.0	+		
✓	Spot	WIS	2	= 0	+ 2.0	+		
✓	Survival	WIS	1	= 0	+ 1.0	+		
✓	Survival (Tracking)	WIS	1	= 0	+ 1.0	+		
✓	Swim	STR	4	= 4	+	+		
✓	Use Rope	DEX	4	= 4	+	+		
				=	+	+		
					+	+		
✓: can be used untrained. X: exclusive skills								

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Bite	Equipped	1	0.0	0.0
Claws	Equipped	1	0.0	0.0
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	0.0 gp

WEIGHT ALLOWANCE					
Light	150	Medium	300	Heavy	450
Lift over head	450	Lift off ground	900	Push / Drag	2250

SPECIAL ABILITIES	
Evasion (Ex)	
Improved Grab	
Improved Uncanny Dodge (can't be flanked except by a rogue of 4 level)	
Improved Uncanny Dodge (Ex)	
Magical Beast Traits	
Magical Beasts eat/sleep/breathe	
Pounce	
Rake (1d6+2) two extra attacks	
Scent (Ex)	

FEATS	
Improved Critical (Claws)	When using the weapon you selected, your threat range is doubled.
Improved Initiative	You get a +4 bonus on initiative checks.
Improved Natural Attack (Claws, Bite)	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.
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.
Dodge	During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.
Improved Initiative	You get a +4 bonus on initiative checks.
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, Claws

LANGUAGES

Innate Racial Spells

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Obscuring Mist	11	None	1 standard action	10 minutes	20 ft.	V, S	No	Conjuration (Creation)	RSRD: SpellsM-O.rtf
Effect: Fog surrounds you.					Target: Cloud spreads in 20-ft. radius from you, 20 ft. high		Caster Level: 10		
Pass without Trace	11	Will negates (harmless)	1 standard action	10 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsP-R.rtf
Effect: 10 subjects leaves no tracks.					Target: 10 creatures touched			Caster Level: 10	
☐☐☐ Ethereal Jaunt	17	None	1 standard action	10 rounds [D]	Personal	V, S	No	Transmutation	RSRD: SpellsD-E.rtf
Effect: You become ethereal for 10 rounds.					Target: You			Caster Level: 10	
* =Domain/Speciality Spell									

Innate

Obscuring Mist (DC:11)

Pass without Trace

(DC:11)

☐☐☐Ethereal Jaunt (DC:17)

Tybalt

Spirit Cat, Juvenile

RACE

2

AGE

Male

GENDER

Low-light

VISION

Neutral Good

ALIGNMENT

Ambidextrous

DOMINANT HAND

3' 0"

HEIGHT

60 lbs.

WEIGHT

Sky Blue

EYE COLOUR

Black

SKIN COLOUR

Black, Fur

HAIR

None

PHOBIAS

Curious, Playful

PERSONALITY TRAITS

INTERESTS

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SPOKEN STYLE

RESIDENCE

LOCATION

None

REGION

Description:

Looks like a big Lynx

Biography:

Notes:

Character Sheet Notes: