

Destinie

NAME

Ani10 Ani

CLASS

10

Character Level

0

EXPERIENCE

55000

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	25	+7	25	+7	25	+7
DEX Dexterity	19	+4	23	+6	23	+6
CON Constitution	21	+5	21	+5	21	+5
INT Intelligence	15	+2	15	+2	15	+2
WIS Wisdom	17	+3	17	+3	17	+3
CHA Charisma	13	+1	13	+1	13	+1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+15	= +7	+ +5	+ +5	+ -2	+ +0		
REFLEX (dexterity)	+13	= +4	+ +6	+ +5	+ -2	+ +0		
WILL (wisdom)	+13	= +7	+ +3	+ +5	+ -2	+ +0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+17/+12	= +7/+2	+ +7	+ -1	+ +4	+ +0	
RANGED attack bonus	+16/+11	= +7/+2	+ +6	+ -1	+ +4	+ +0	
GRAPPLE attack bonus	+22/+17	= +7/+2	+ +7	+ +4	+ +4	+ +0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+13/+8	1d4+7	20/x2	5 ft.

*Bite	HAND	TYPE	SIZE	CRITICAL	REACH
	Off-hand	BPS	L	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+16	2d6+3				
Special Properties					

*Claw	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	PS	L	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+18/+18	1d8+7				
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 +2		+2		+0	0
Bracers of Armor +4		+4		+0	0
*Mage Armor, Greater		+6		+0	0
*Ring of Protection +3		+3		+0	0
*Vestment of Protection		+8		+0	0

Donnamarie

PLAYERNAME

Dire Panther

RACE

25

AGE

Large

SIZE

Female

GENDER

Silvanus

DEITY

8' 0"

HEIGHT

Green

EYES

1600 lbs.

WEIGHT

Black,

HAIR

Neutral Good

ALIGNMENT

Darkvision (90'),
Low-light

VISION

0

POINTS

VP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	WP	DAMAGE REDUCTION	SPEED
Vitality	118		Wound Points	21	Walk 40 ft.
AC armor class	38	32 : 19	10 + 10 + 0 + 6 + -1 + 9 + 4	0	+0
TOTAL	FLAT TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT

INITIATIVE	+10	= +6	+ +4
modifier	TOTAL	DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+7/+2		

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	13/6.5
✓ Appraise	INT	2	= 2	+	+
✓ Balance	DEX	6	= 6	+	+
✓ Bluff	CHA	2	= 1	+	1.0 +
✓ Climb	STR	11	= 7	+	4.0 +
✓ Concentration	CON	15	= 5	+	10.0 +
✓ Craft (Untrained)	INT	2	= 2	+	+
✓ Diplomacy	CHA	4	= 1	+	3.0 +
✓ X Diplomacy (Wild Empathy)	CHA	15	= 1	+	3.0 + 11
✓ Disguise	CHA	1	= 1	+	+
✓ Escape Artist	DEX	6	= 6	+	+
✓ Forgery	INT	2	= 2	+	+
✓ Gather Information	CHA	1	= 1	+	+
✓ Handle Animal	CHA	5	= 1	+	4.0 +
✓ Heal	WIS	5	= 3	+	2.0 +
✓ Hide	DEX	9	= 6	+	3.0 +
✓ Intimidate	CHA	1	= 1	+	+
✓ Jump	STR	11	= 7	+	+
Knowledge (Dangerous Beasts)	INT	4	= 2	+	2.0 +
Knowledge (Dungeoneering)	INT	6	= 2	+	4.0 +
Knowledge (Fey)	INT	3	= 2	+	1.0 +
Knowledge (Geography)	INT	4	= 2	+	2.0 +
Knowledge (History)	INT	4	= 2	+	2.0 +
Knowledge (Nature)	INT	17	= 2	+	11.0 +
Knowledge (Nobility and Courtesy)	INT	3	= 2	+	1.0 +
Knowledge (Religion)	INT	6	= 2	+	4.0 +
Knowledge (The Planes)	INT	3	= 2	+	1.0 +
Knowledge (Undead)	INT	4	= 2	+	2.0 +
✓ Listen	WIS	13	= 3	+	10.0 +
✓ Move Silently	DEX	23	= 6	+	3.0 +
✓ Ride	DEX	7	= 6	+	1.0 +
✓ Search	INT	2	= 2	+	+
✓ Sense Motive	WIS	3	= 3	+	+
✓ Spellcraft	INT	7	= 2	+	5.0 +
✓ Spot	WIS	23	= 3	+	10.0 +
✓ Survival	WIS	15	= 3	+	10.0 +
Survival (Natural environments)	WIS	17	= 3	+	10.0 +
✓ Swim	STR	11	= 7	+	4.0 +
✓ Use Rope	DEX	6	= 6	+	+
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Amulet of Natural Armor +2	Equipped	1	0.0	8000.0
Bite	Equipped	1	0.0	0.0
Bracers of Armor +4	Carried	1	1.0	16000.0
Claw	Equipped	1	0.0	0.0
Cloak of Resistance +2	Equipped	1	1.0	4000.0
Girdle of the Lion	Equipped	1	1.0	0.0
Gloves of Dexterity +4	Equipped	1	0.0	16000.0
Mage Armor, Greater	Equipped	1	1.0	36000.0
Ring of Evasion	Equipped	1	0.0	25000.0
Ring of Invisibility	Carried	1	0.0	20000.0
Ring of Protection +3	Equipped	1	0.0	18000.0
Vestment of Protection	Equipped	1	0.0	0.0
TOTAL WEIGHT CARRIED/VALUE			4 lbs.	143000.0 gp

WEIGHT ALLOWANCE					
Light	800	Medium	1600	Heavy	2400
Lift over head	2400	Lift off ground	4800	Push / Drag	12000

SPECIAL ABILITIES
+2 Deflection bonus to AC when fighting within a forest.
Animals eat/sleep/breathe
Evasion (Ex): Take no damage on a successful Reflex save that deals half
Girdle of the Lion - Grants Speak with Cats [free action]; Move silent bonus (+10), fall bonus 40' without taking damage and Damage Reduction:10 from Falling, Grants Cats vision (+ 10 to Spot and darkvision), Grants pluses to reaction dealing with cats.
Improved Grab (Ex) To use this ability, the dire panther 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.
Nature Sense (Ex): +2 bonus on Knowledge (Nature) and Survival checks.
Pounce (Ex) If the dire panther charges a foe, it can make a full attack, including two rake attacks.
Rake (Ex) Attack bonus +16 melee, damage 1d8+3
Resist Nature's Lure (Ex):+4 bonus on saving throws against the spell-like abilities of fey.
Trackless Step (Ex): Leaves no trail in natural surroundings and cannot be tracked.
Venom Immunity (Ex): Immune to all poisons.
Wild Empathy (Ex): +11 to Diplomacy check against animals - takes 1 minute
Woodland Stride (Ex): Can move through any sort of undergrowth at her normal speed and without taking damage or suffering any impairment. (Magically manipulated can still impede her).

FEATS	
Brandish Magical Might	Add ability score bonus to spell resistance checks
Flyby Attack	When flying, the creature can take a move action (including a dive) and another standard action at any point during the move.
Improved Initiative	+4 bonus on initiative checks.
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.
Mobility	+4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area.
Multiattack	The creature's secondary attacks with natural weapons take only a -2 penalty.
Natural Spell	You can complete the verbal and somatic components of spells while in a wild shape. You can also use any material components or focuses you possess, even if such items are melded within your current form.
Sculpt Spell	[Lv+1] Modify an area spell by making it either a cylinder (10-ft.-radius, 30-ft.-high), a 40-ft.-cone, four 10-ft. cubes, a ball (20-ft.-radius spread) or 120-ft.-line.
Spellcasting Prodigy	Treat primary spellcasting ability score as 2 higher for bonus spells and save DCs. [Increases Spell Points by 2 @ 1st level and an additional 1 per each level beyond]
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.
Warden Initiate	
Weapon Focus (Bite, Claw)	+1 bonus on all attack rolls with selected weapon.
Modify Spell ~ Double Area or Targets	[Lv+3] Touch spells cannot be affected.
Modify Spell ~ Double Duration	[Lv+1] Durations of Concentration, Instantaneous, or Permanent are not affected.
Modify Spell ~ Double Range	[Lv+1] If the range determines its area or effect, the dimensions of its area or effect increase proportionally.
Modify Spell ~ Increase Power	[Lv+2] All the variables, numeric effects increase by one-half. Saving throws and opposed rolls (such as caster power checks) are not affected.
Modify Spell ~ No Somatic Components	[Lv+1] Spell can be cast without gestures or movements.
Modify Spell ~ No Verbal Component	[Lv+1] Spell can be cast with no verbal components.

PROFICIENCIES

LANGUAGES
Common, Druidic

TEMPLATES

Notes:

Character Sheet Notes: