

NAME		PLAYERNAME		DEITY		ALIGNMENT
Mag9	0	Stone Flyer	Large	0' 0"	0 lbs.	Low-Light, Normal
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION
13	91000	0	Male		,	0
Character Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS

[illegible]

CON Constitution	16	+3	16	+3	16	+3
INT Intelligence	5	-3	5	-3	5	-3
WIS Wisdom	10	+0	10	+0	10	+0
CHA Charisma	8	-1	8	-1	8	-1

INITIATIVE modifier	+2	=	+2	+	+0
	TOTAL		DEX MODIFIER		MISC MODIFIER
BASE ATTACK bonus	+9/+4				

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	MISC MODIFIER
✓ Appraise	INT	-3	= -3	+	+
✓ Balance	DEX	-1	= 2	+	+ -3
✓ Bluff	CHA	-1	= -1	+	+
✓ Climb	STR	2	= 6	+	+ 2

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+9 =	+6	+3	+0	+0	+0		
REFLEX (dexterity)	+8 =	+6	+2	+0	+0	+0		
WILL (wisdom)	+3 =	+3	+0	+0	+0	+0		

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+14/+9	=	+9/+4	+6	-1	+0	+0	
RANGED attack bonus	+10/+5	=	+9/+4	+2	-1	+0	+0	
GRAPPLE attack bonus	+19/+14	=	+9/+4	+6	+4	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+14/+9	1d4+6	20/x2

*Bite	CURRENT HAND	TYPE	SIZE	CRITICAL
	Primary	BPS	L	20/x2
TOTAL ATTACK BONUS		DAMAGE		
+15		2d6+6		
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
*Barding (Breastplate/+2 (Enhancement to Armor)/Masterwork)	Medium	+7	+3	-3	25

[illegible]

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Barding (Breastplate/+2 (Enhancement to Armor)/Masterwork)	Equipped	1	30.0	4550.0
Bite	Equipped	1	0.0	0.0
TOTAL WEIGHT CARRIED/VALUE			30 lbs.	4550.0 gp

WEIGHT ALLOWANCE					
Light	600	Medium	1200	Heavy	1800
Lift over head	1800	Lift off ground	3600	Push / Drag	9000

SPECIAL ABILITIES	
Damage Reduction 5/bludgeoning	
Earth Glide (Ex)	
Earth Glide Rider (Su)	
Evasion (Ex)	
Evasion (Ex): Successful Reflex save takes no damage.	
Link (Ex)	
Link (Ex): Can handle the animal as a free action or push as a move action.	
Share Spells (Ex)	
Share Spells (Ex): Caster can choose to share any spell effect with the companion.	
Spell Resistance (13)	
Tremorsense (Ex)	

FEATS	
Armor Proficiency (Barding)	
Improved Natural Attack (Bite)	The damage for the selected natural weapon increases by one step, as if the creature's size had increased by one category.
Alertness	You get a +2 bonus on all Listen checks and Spot checks.
Weapon Focus (bite)	You gain a +1 bonus on all attack rolls you make using the selected weapon.

PROFICIENCIES	
Bite, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shortspear, Sickle, Sling, Spear, Spells(Ray), Unarmed Strike	

LANGUAGES	
Terran	

Notes:

Character Sheet Notes: