

Brutis - Animal Companion of Desire'

NAME
Ani12

CLASS
12

Character Level

0

EXPERIENCE
78000

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	20	+5	20	+5	20	+5
DEX Dexterity	20	+5	20	+5	20	+5
CON Constitution	15	+2	15	+2	15	+2
INT Intelligence	2	-4	2	-4	2	-4
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	6	-2	6	-2	6	-2

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+10	= +8	+2	+0	+0	+0		
REFLEX (dexterity)	+15	= +8	+5	+0	+2	+0		
WILL (wisdom)	+5	= +4	+1	+0	+0	+0		

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

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+10/+5	1d3+5	20/x2	5 ft.

*Bite	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary		M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+15/+10	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
-------	------	----	--------	-------	---------------

Donna Fuller

PLAYERNAME
Riding Dog

RACE
2

AGE

Medium

SIZE
Male

GENDER

HP	hit points	94	WOUNDS/CURRENT HP
AC	armor class	30	TOTAL
25	FLAT	15	TOUCH
10	BASE	0	ARMOR BONUS
0	SHIELD BONUS	5	STAT
0	SIZE	15	NATURAL
0	MISC	0	MISS CHANCE

INITIATIVE	modifier	+9	TOTAL
+5	DEX MODIFIER	+4	MISC MODIFIER
BASE ATTACK	bonus	+9/+4	

DEITY

2' 6"

HEIGHT

Brown

EYES

65 lbs.

WEIGHT

Black,

HAIR

SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
		Walk 40 ft.

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	15/7.5
					RANKS	MISC MODIFIER
✓ Appraise	INT	-4	= -4	+	+	
✓ Balance	DEX	5	= 5	+	+	
✓ Bluff	CHA	-2	= -2	+	+	
✓ Climb	STR	5	= 5	+	+	
✓ Concentration	CON	2	= 2	+	+	
✓ Craft (Untrained)	INT	-4	= -4	+	+	
✓ Diplomacy	CHA	-2	= -2	+	+	
✓ Disguise	CHA	-2	= -2	+	+	
✓ Escape Artist	DEX	5	= 5	+	+	
✓ Forgery	INT	-4	= -4	+	+	
✓ Gather Information	CHA	-2	= -2	+	+	
✓ Heal	WIS	1	= 1	+	+	
✓ Hide	DEX	5	= 5	+	+	
✓ Intimidate	CHA	-2	= -2	+	+	
✓ Jump	STR	13	= 5	+	+	8
✓ Listen	WIS	5	= 1	+	2.0	2
✓ Move Silently	DEX	5	= 5	+	+	
✓ Ride	DEX	5	= 5	+	+	
✓ Search	INT	-4	= -4	+	+	
✓ Sense Motive	WIS	1	= 1	+	+	
✓ Spot	WIS	14	= 1	+	11.0	2
✓ Survival	WIS	7	= 1	+	6.0	+
✓ Swim	STR	6	= 5	+	1.0	+
✓ Use Rope	DEX	5	= 5	+	+	
			=	+	+	
			=	+	+	

✓: can be used untrained. X: exclusive skills

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

WEIGHT ALLOWANCE					
Light	200	Medium	400	Heavy	600
Lift over head	600	Lift off ground	1200	Push / Drag	3000

SPECIAL ATTACKS	
Share Spells (Ex)	

SPECIAL QUALITIES	
Animal Traits Animals eat/sleep/breathe	
Devotion (Ex)	
Link (Ex)	
Scent (Ex)	

FEATS	
Alertness	You get a +2 bonus on all Listen checks and Spot checks.
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)	The damage for the selected natural weapon increases by one step, as if the creature's size had increased by one category.
Improved Toughness	Gain hp equal to your current HD
Lightning Reflexes	You get a +2 bonus on all Reflex saving throws.
Weapon Focus (Bite)	You gain a +1 bonus on all attack rolls you make using the selected weapon.
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.

PROFICIENCIES

LANGUAGES
