

RavenWolf - Special Animal Companion of Pip

NAME

Mag3

CLASS

3

Character Level

0

EXPERIENCE

6000

NEXT LEVEL

PLAYERNAME

Raven Wolf

RACE

Medium

SIZE

4' 0"

WEIGHT

250 lbs.

HEIGHT

Amber

HAIR

Jet Black,

DEITY

ALIGNMENT

Neutral Good

VISION

Darkvision (60 ft.), Low-light

POINTS

0

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

18

+4

18

+4

18

+4

DEX

12

+1

12

+1

12

+1

CON

14

+2

14

+2

14

+2

INT

10

+0

10

+0

10

+0

WIS

12

+1

12

+1

12

+1

CHA

8

-1

8

-1

8

-1

HP

28

WOUNDS/CURRENT HP

AC

11

TOTAL

10

FLAT

11

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

1

STAT

0

SIZE

0

NATURAL

0

MISC

0

MISS CHANCE

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESIST

0

INITIATIVE

+1

TOTAL

+1

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

+3

bonus

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

+5

=

+3

+

+2

+

+0

+

+0

+

+0

+

REFLEX

+4

=

+3

+

+1

+

+0

+

+0

+

+0

+

WILL

+2

=

+1

+

+1

+

+0

+

+0

+

+0

+

MELEE

+7

=

+3

+

+4

+

+0

+

+0

+

+0

+

RANGED

+4

=

+3

+

+1

+

+0

+

+0

+

+0

+

GRAPPLE

+7

=

+3

+

+4

+

+0

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+3

1d3+4

20/x2

5 ft.

\*Bite

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

BPS

M

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+7

1d6+4

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

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

6/3

MISC MODIFIER

✓ Acrobatics

DEX

1

=

1

+

+

✓ Appraise

INT

0

=

0

+

+

✓ Athletics

STR

4

=

4

+

+

✓ Bluff

CHA

-1

=

-1

+

+

✓ Concentration

CON

2

=

2

+

+

✓ Craft (Untrained)

INT

0

=

0

+

+

✓ Diplomacy

CHA

-1

=

-1

+

+

✓ Disguise

CHA

-1

=

-1

+

+

✓ Escape Artist

DEX

1

=

1

+

+

✓ Gather Information

CHA

-1

=

-1

+

+

✓ Heal

WIS

1

=

1

+

+

✓ Intimidate

CHA

-1

=

-1

+

+

✓ Perception

WIS

5

=

1

+

4.0

+

✓ Ride

DEX

1

=

1

+

+

✓ Sense Motive

WIS

1

=

1

+

+

✓ Stealth

DEX

5

=

1

+

4.0

+

✓ Survival

WIS

5

=

1

+

4.0

+

✓ Use Rope

DEX

1

=

1

+

+

=

+

+

=

+

+

✓/: can be used untrained. X: exclusive skills. \*: Skill Mastery.

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		100	Medium		200
Lift over head		300	Lift off ground		600
			Heavy		300
			Push / Drag		1500

SPECIAL ATTACKS	
<b>Share Spells (Ex)</b>	
At the druid's option, she may have any spell (but not any spell-like ability) she casts upon herself also effect her animal companion, which must be within 5 feet of you to benefit. Any spell with a duration will end prematurely if the animal companion move further than five feet away.	

SPECIAL QUALITIES	
<b>Awareness</b>	
<b>Eldritch</b>	
<b>Grant of Aid</b>	
<b>Inherent Spell</b>	
<b>Link (Ex)</b>	
A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.	
<b>Magical Beast Traits</b>	
Magical Beasts eat/sleep/breathe	
<b>Raven Wolf</b>	
<b>Scent (Ex)</b>	
Detect creatures within 30 feet by scent. Grants +4 to Search checks when tracking creatures by scent.	

FEATS	
<b>Feat Conversion to CP ~ 6 ( , )</b>	

PROFICIENCIES	
Bite	

LANGUAGES	
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