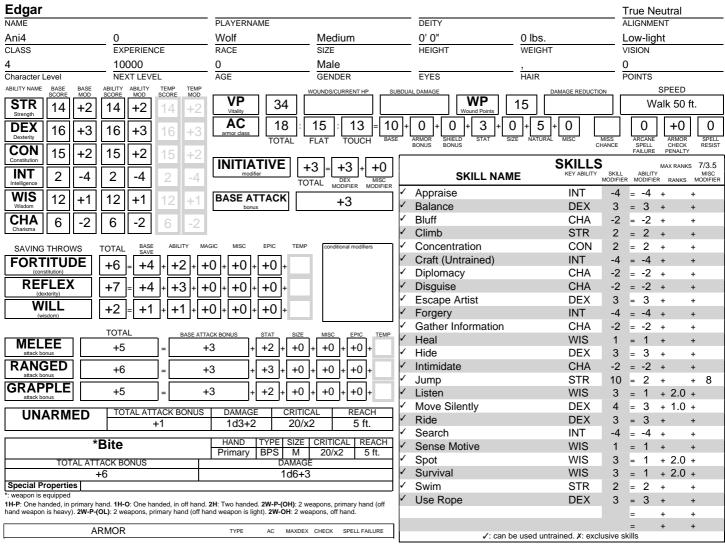
Reed - ANIMAL COMPANION of



| | EQU | IPMENT | | | |
|------|-------------------|-----------|-----|--------|--------|
| | ITEM | LOCATION | QTY | WT | COST |
| Bite | | Equipped | 1 | 0.0 | 0.0 |
| | TOTAL WEIGHT CARR | IED/VALUE | | 0 lbs. | 0.0 gp |

| | 1 | WEIGHT ALLC | WANCE | | |
|----------------|-----|-----------------|-------|-------------|------|
| Light | 87 | Medium | 175 | Heavy | 262 |
| Lift over head | 262 | Lift off ground | 525 | Push / Drag | 1312 |

| | SPECIAL ABILITIES |
|-------------------|-------------------|
| Animal Traits | |
| Evasion (Ex) | |
| Link (Ex) | |
| Scent (Ex) | |
| Share Spells (Ex) | |
| Trip (Ex) | |

| | FEATS |
|------------------------|--|
| Improved Natural Armor | creature's natural armor bonus increases by 1. |
| Weapon Focus (Bite) | You gain a +1 bonus on all attack rolls you make using the selected weapon. |
| 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 |

| PROFICIENCIES |
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| Bite |
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| LANGUAGES |

| Notes: |
|------------------------|
| Character Sheet Notes: |
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