

Spot

Character Name

Animal 2

CLASS

2/5 (2)

6000 / 15000

Character Level/ECL (CR)

EXP/NEXT LEVEL

Player Name

Human / Humanoid

RACE

0

Male

AGE

GENDER

Deity

Medium / 5 ft.

SIZE / FACE

None

Region

0' 0" / 0 lbs.

HEIGHT / WEIGHT

None

Alignment

Low-Light Vision

VISION

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

18

+4

18

+4

DEX

16

+3

16

+3

CON

16

+3

16

+3

INT

16

+3

16

+3

WIS

20

+5

20

+5

CHA

18

+4

18

+4

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

+6

=

+3

+

+3

+

+0

+

+0

+

+0

REFLEX

+6

=

+3

+

+3

+

+0

+

+0

+

+0

WILL

+7

=

+0

+

+5

+

+0

+

+2

+

+0

HP

hit points

26

WOUNDS/CURRENT HP

AC

armor class

15

12

13

=

10

+

0

+

0

+

3

+

0

+

2

+

0

+

0

+

0

+

0

+

0

+

0

+

0

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLECTION

DODGE

Morale

Insight

Sacred

Profane

MISC

INITIATIVE

modifier

+3

=

+3

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

Encumbrance

Light

MELEE

attack bonus

TOTAL

+5

=

BASE ATTACK BONUS

+1

+

STAT

+4

+

SIZE

+0

+

MISC

+0

+

EPIC

0

+

TEMP

RANGED

attack bonus

TOTAL

+4

=

BASE ATTACK BONUS

+1

+

STAT

+3

+

SIZE

+0

+

MISC

+0

+

EPIC

0

+

TEMP

GRAPPLE

attack bonus

TOTAL

+5

=

BASE ATTACK BONUS

+1

+

STAT

+4

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

UNARMED

(nonlethal only)

TOTAL ATTACK BONUS

+1

DAMAGE

1d3+4

CRITICAL

20/x2

REACH

5 ft.

Special Properties:

TOTAL SKILLPOINTS: 23 (UNUSED: 23)		MAX RANKS: 5/2/5				
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
✓ Appraise	INT	3	=	3		
✓ Balance	DEX	3	=	3		
✓ Bluff	CHA	4	=	4		
✓ Climb	STR	4	=	4		
✓ Concentration	CON	3	=	3		
✓ Control Shape	WIS	5	=	5		
✓ Craft (Untrained)	INT	3	=	3		
✓ Diplomacy	CHA	4	=	4		
✓ Disguise	CHA	4	=	4		
✓ Escape Artist	DEX	3	=	3		
✓ Forgery	INT	3	=	3		
✓ Gather Information	CHA	4	=	4		
✓ Heal	WIS	5	=	5		
✓ Hide	DEX	3	=	3		
✓ Intimidate	CHA	4	=	4		
✓ Jump	STR	4	=	4		
✓ Knowledge (Untrained)	INT	3	=	3		
✓ Listen	WIS	5	=	5		
✓ Move Silently	DEX	3	=	3		
✓ Ride	DEX	3	=	3		
✓ Search	INT	3	=	3		
✓ Sense Motive	WIS	5	=	5		
✓ Spot	WIS	5	=	5		
✓ Survival	WIS	5	=	5		
✓ Swim	STR	4	=	4		
✓ Use Rope	DEX	3	=	3		
			=	+	+	
			=	+	+	
✓: can be used untrained. x: exclusive skills. *: Skill Mastery.						

WEIGHT ALLOWANCE

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

MONEY

Total= 0 gp

MAGIC

Languages

Other Companions

Special Attacks

Curse of Lycanthropy (Su)

[MM]

Any humanoid or giant hit by a werewolf's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Special Qualities

Alternate Form (Su)

[MM]

A werewolf can assume a bipedal hybrid form or the form of a wolf.

Low-Light Vision (Ex)

[PH]

You can see 2x as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Scent (Ex)

[MM]

30 ft. range This extraordinary ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell. 30' range.

Wolf Empathy (Ex)

[MM]

Communicate with wolves and dire wolves, and +4 racial bonus on Charisma-based checks against wolves and dire wolves.

Feats

Iron Will (Granted)

[PH]

You have a stronger will than normal.

You get a +2 bonus on all Will saving throws.

Track (Granted)

[PH]

You can follow the trails of creatures and characters across most types of terrain.

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

Templates

Lycanthrope

Werewolf

Character: Spot
Player:

PCGen Character Template by Andrew Maitland (LegacyKing) and Stefan Radermacher (Zaister), based on work by Frugal, ROG, Arcady, Barak, Dimrill, & Dekker.
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Level:2 (CR:2)
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Spot

Human

RACE

0

AGE

Male

GENDER

Low-Light Vision

VISION

None

ALIGNMENT

Right

DOMINANT HAND

0' 0"

HEIGHT

0 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:
Biography: