

Polar Bear

NAME

Ani12

CLASS

12

Character Level

NEXT LEVEL

EXPERIENCE

78000

PLAYERNAME

Polar Bear

RACE

0

AGE

DEITY

HEIGHT

0 cm

EYES

SIZE

Large

GENDER

Maschio

HAIR

WEIGHT

0 kg

ALIGNMENT

True Neutral

VISION

Low-light

POINTS

64

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

28

+9

28

+9

28

+9

DEX

13

+1

13

+1

13

+1

CON

19

+4

19

+4

19

+4

INT

2

-4

2

-4

2

-4

WIS

12

+1

12

+1

12

+1

CHA

6

-2

6

-2

6

-2

HP

hit points

106

AC

armor class

15

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 12 m, Swim 9 m

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

INITIATIVE

modifier

+5

TOTAL

DEX MODIFIER

+1

MISC MODIFIER

+4

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

15/7.5

MISC MODIFIER

✓ Appraise

INT

-4

= -4

+

+

✓ Balance

DEX

1

= 1

+

+

✓ Bluff

CHA

-2

= -2

+

+

✓ Climb

STR

9

= 9

+

+

✓ Concentration

CON

4

= 4

+

+

✓ Craft (Untrained)

INT

-4

= -4

+

+

✓ Diplomacy

CHA

-2

= -2

+

+

✓ Disguise

CHA

-2

= -2

+

+

✓ Escape Artist

DEX

1

= 1

+

+

✓ Forgery

INT

-4

= -4

+

+

✓ Gather Information

CHA

-2

= -2

+

+

✓ Heal

WIS

1

= 1

+

+

✓ Hide

DEX

-2

= 1

+

1.0

+

-4

✓ Intimidate

CHA

-2

= -2

+

+

✓ Jump

STR

13

= 9

+

+

4

✓ Listen

WIS

7

= 1

+

6.0

+

✓ Move Silently

DEX

1

= 1

+

+

✓ Ride

DEX

1

= 1

+

+

✓ Search

INT

-4

= -4

+

+

✓ Sense Motive

WIS

1

= 1

+

+

✓ Spot

WIS

9

= 1

+

8.0

+

✓ Survival

WIS

1

= 1

+

+

✓ Swim

STR

17

= 9

+

+

8

✓ Use Rope

DEX

1

= 1

+

+

=

+

+

=

+

+

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+12

=

+8

+

+4

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+9

=

+8

+

+1

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+5

=

+4

+

+1

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

+17/+12

=

+9/+4

+

+9

+

-1

+

+0

+

+0

+

RANGED

attack bonus

+9/+4

=

+9/+4

+

+1

+

-1

+

+0

+

+0

+

GRAPPLE

attack bonus

+22/+17

=

+9/+4

+

+9

+

+4

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+13/+8

1d4+9

20/x2

1,5 m

\*Claw

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

PS

L

20/x2

1,5 ft.

TOTAL ATTACK BONUS

DAMAGE

+18/+18

1d8+9

Special Properties

\*Bite

HAND

TYPE

SIZE

CRITICAL

REACH

Off-hand

BPS

L

20/x2

1,5 ft.

TOTAL ATTACK BONUS

DAMAGE

+12

2d6+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

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

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

SPECIAL ATTACKS	
<b>Improved Grab (Ex)</b> If you hit with a melee weapon, you deal normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. You have the option to conduct the grapple normally, or simply use the part of your body it used in the improved grab to hold the opponent at a -20 penalty on grapple checks, but are not considered grappled yourself.	

SPECIAL QUALITIES	
<b>Animal Traits</b> Animals eat/sleep/breathe	
<b>Scent (Ex)</b>	
<b>Trained (Ex)</b> 6 tricks	

FEATS	
<b>Endurance</b> You gain a +4 bonus on checks relating to stamina or extended physical activity. Also, you may sleep in light or medium armor without becoming fatigued.	
<b>Improved Initiative</b> You get a +4 bonus on initiative checks.	
<b>Run</b> When running, you move five times your normal speed or four times your speed (if wearing medium or heavy armor or carrying a medium or heavy load). If you make a jump after a running start, you gain a +4 bonus on your Jump check. While running, you retain your Dexterity bonus to AC.	
<b>Track</b> 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.	
<b>Weapon Focus (Claw)</b> You gain a +1 bonus on all attack rolls you make using the selected weapon.	

PROFICIENCIES	
Bite, Claw	

LANGUAGES	

TEMPLATES	
Trained	