

New1

NAME

Mag6

CLASS

6/9

Character Level/ECL

6000

EXPERIENCE

45000

NEXT LEVEL

Winter Wolf

RACE

0

AGE

Large

SIZE

Maschio

GENDER

0' 0"

HEIGHT

,

EYES

0 lbs.

WEIGHT

HAIR

Neutral Evil

ALIGNMENT

Darkvision (60 ft.), Low-light

VISION

60

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

18

+4

18

+4

18

+4

DEX

Dexterity

12

+1

12

+1

12

+1

CON

Constitution

16

+3

16

+3

16

+3

INT

Intelligence

8

-1

8

-1

8

-1

WIS

Wisdom

12

+1

12

+1

12

+1

CHA

Charisma

10

+0

10

+0

10

+0

HP

hit points

56

WOUNDS/CURRENT HP

AC

armor class

15

TOTAL

14

FLAT

10

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

1

STAT

-1

SIZE

5

NATURAL

0

MISC

MISS CHANCE

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESIST

INITIATIVE

modifier

+1

TOTAL

+1

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+6/+1

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+8

=

+5

+

+3

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+6

=

+5

+

+1

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+3

=

+2

+

+1

+

+0

+

+0

+

+0

+

MELEE

attack bonus

TOTAL

+9/+4

=

BASE ATTACK BONUS

+6/+1

+

STAT

+4

+

SIZE

-1

+

MISC

+0

+

EPIC

+0

+

TEMP

RANGED

attack bonus

+6/+1

=

+6/+1

+

+1

+

-1

+

+0

+

+0

+

GRAPPLE

attack bonus

+14/+9

=

+6/+1

+

+4

+

+4

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+5/+0

1d4+4

20/x2

5 ft.

*Bite

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

BPSC

L

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+9

1d8+6

Special Properties

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

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Created using PCGen 5.16.0 RC2

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.

For suggestions please post to pcgen@yahoogroups.com with "OS Suggestion" in the subject line.

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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	300	Medium	600	Heavy	900
Lift over head	900	Lift off ground	1800	Push / Drag	4500

SPECIAL ATTACKS
Breath Weapon (Su) 15' Cone of Cold 4d6 cold DC 32
Freezing Bite (Su)
Trip (Ex)

SPECIAL QUALITIES
Immunity To Cold (Ex) You never take Cold damage
Magical Beast Traits Magical Beasts eat/sleep/breathe
Scent (Ex)
Vulnerability To Fire (Ex) You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure

PROFICIENCIES
Bite

LANGUAGES
Common, Giant

Notes:

Character Sheet Notes: