

Polar Bear

NAME

Ani12

0

EXPERIENCE

12

78000

Character Level

NEXT LEVEL

PLAYERNAME

Polar Bear

Large

RACE

0

Maschio

AGE

GENDER

DEITY

0 cm

0 kg

HEIGHT

WEIGHT

EYES

HAIR

True Neutral

ALIGNMENT

Low-light

VISION

64

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

27

+8

27

+8

27

+8

DEX

Dexterity

13

+1

13

+1

13

+1

CON

Constitution

20

+5

20

+5

20

+5

INT

Intelligence

2

-4

2

-4

2

-4

WIS

Wisdom

12

+1

12

+1

12

+1

CHA

Charisma

6

-2

6

-2

6

-2

HP

hit points

118

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

+9/+4

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 12 m, Swim 9 m

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+13

=

+8

+

+5

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+9

=

+8

+

+1

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+5

=

+4

+

+1

+

+0

+

+0

+

+0

+

MELEE

attack bonus

+16/+11

=

+9/+4

+

+8

+

-1

+

+0

+

+0

+

RANGED

attack bonus

+9/+4

=

+9/+4

+

+1

+

-1

+

+0

+

+0

+

GRAPPLE

attack bonus

+21/+16

=

+9/+4

+

+8

+

+4

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

+12/+7

DAMAGE

1d4+8

CRITICAL

20/x2

REACH

1,5 m

*Claw

HAND

Primary

TYPE

PS

SIZE

L

CRITICAL

20/x2

REACH

1,5 ft.

TOTAL ATTACK BONUS

+17/+17

DAMAGE

2d6+8

Special Properties

*Bite

HAND

Off-hand

TYPE

BPS

SIZE

L

CRITICAL

20/x2

REACH

1,5 ft.

TOTAL ATTACK BONUS

+11

DAMAGE

2d6+4

Special Properties

SKILLS

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

8

=

8

+

+

✓

Concentration

CON

5

=

5

+

+

✓

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

12

=

8

+

+

4

✓

Listen

WIS

8

=

1

+

7.0

+

✓

Move Silently

DEX

1

=

1

+

+

✓

Ride

DEX

1

=

1

+

+

✓

Search

INT

-4

=

-4

+

+

✓

Sense Motive

WIS

1

=

1

+

+

✓

Spot

WIS

8

=

1

+

7.0

+

✓

Survival

WIS

1

=

1

+

+

✓

Swim

STR

16

=

8

+

+

8

✓

Use Rope

DEX

1

=

1

+

+

=

+

+

=

+

+

✓

:

can be used untrained.

✗

exclusive skills.

*

Skill Mastery.

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	520	Medium	1040	Heavy	1560
Lift over head	1560	Lift off ground	3120	Push / Drag	7800

SPECIAL ATTACKS	
Improved Grab (Ex) 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	
Animal Traits Animals eat/sleep/breathe	
Scent (Ex)	
Trained (Ex) 6 tricks	

FEATS	
Endurance 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.	
Improved Natural Attack (Claw) The damage for the selected natural weapon increases by one step, as if the creature's size had increased by one category.	
Run 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.	
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.	
Weapon Focus (Claw) You gain a +1 bonus on all attack rolls you make using the selected weapon.	

PROFICIENCIES	
Bite, Claw	

LANGUAGES	

TEMPLATES	
Trained	