

Lupo Invernale

NAME

Mag9

CLASS

9/12

Character Level/ECL

6000

EXPERIENCE

78000

NEXT LEVEL

PLAYERNAME

Winter Wolf

RACE

0

AGE

DEITY

Large

SIZE

Maschio

GENDER

0 cm

HEIGHT

0 kg

WEIGHT

Neutral Evil

ALIGNMENT

Darkvision (18 m),

Low-light

VISION

61

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

19

+4

19

+4

19

+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

81

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

+5

TOTAL

+1

DEX MODIFIER

+4

MISC MODIFIER

BASE ATTACK

bonus

+9/+4

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+9

=

+6

+

+3

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+7

=

+6

+

+1

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+4

=

+3

+

+1

+

+0

+

+0

+

+0

+

MELEE

attack bonus

TOTAL

+12/+7

=

+9/+4

+

+4

+

-1

+

+0

+

+0

+

RANGED

attack bonus

+9/+4

=

+9/+4

+

+1

+

-1

+

+0

+

+0

+

GRAPPLE

attack bonus

+17/+12

=

+9/+4

+

+4

+

+4

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+8/+3

1d4+4

20/x2

1,5 m

*Bite

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

BPSC

L

20/x2

1,5 ft.

TOTAL ATTACK BONUS

DAMAGE

+12

2d6+6

Special Properties

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

SKILLS

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

12/6

MISC MODIFIER

✓ Appraise

INT

-1

=

-1

+

+

✓ Balance

DEX

1

=

1

+

+

✓ Bluff

CHA

0

=

0

+

+

✓ Climb

STR

4

=

4

+

+

✓ Concentration

CON

3

=

3

+

+

✓ Craft (Untrained)

INT

-1

=

-1

+

+

✓ Diplomacy

CHA

0

=

0

+

+

✓ Disguise

CHA

0

=

0

+

+

✓ Escape Artist

DEX

1

=

1

+

+

✓ Forgery

INT

-1

=

-1

+

+

✓ Gather Information

CHA

0

=

0

+

+

✓ Heal

WIS

1

=

1

+

+

✓ Hide

DEX

-1

=

1

+

-2

✓ Intimidate

CHA

0

=

0

+

+

✓ Jump

STR

12

=

4

+

8

✓ Listen

WIS

6

=

1

+

2.0

3

✓ Move Silently

DEX

7

=

1

+

5.0

1

✓ Ride

DEX

1

=

1

+

+

✓ Search

INT

-1

=

-1

+

+

✓ Sense Motive

WIS

1

=

1

+

+

✓ Spot

WIS

6

=

1

+

2.0

3

✓ Survival

WIS

4

=

1

+

3.0

+

✓ Swim

STR

4

=

4

+

+

✓ Use Rope

DEX

1

=

1

+

+

=

+

+

✓: can be used untrained. ✗: exclusive skills. *: Skill Mastery.

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

WEIGHT ALLOWANCE					
Light	175	Medium	350	Heavy	525
Lift over head	525	Lift off ground	1050	Push / Drag	2625

SPECIAL ATTACKS
Breath Weapon (Su) 15' Cone of Cold 4d6 cold DC 33
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

FEATS
Alertness You get a +2 bonus on all Listen checks and Spot checks.
Improved Initiative You get a +4 bonus on initiative checks.
Improved Natural Attack (Bite) The damage for the selected natural weapon increases by one step, as if the creature's size had increased by one category.
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
Bite

LANGUAGES
Common, Giant