

Winter Wolf

NAME

6000

EXPERIENCE

10/13

Character Level/ECL

91000

NEXT LEVEL

Winter Wolf

RACE

0

AGE

Huge

SIZE

Maschio

GENDER

0 cm

HEIGHT

0 kg

WEIGHT

0

EYES

HAIR

Neutral Evil

ALIGNMENT

Darkvision (60'),

VISION

Low-light

POINTS

0

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	19	+4	19	+4	27	+8
DEX Dexterity	13	+1	13	+1	11	+0
CON Constitution	16	+3	16	+3	20	+5
INT Intelligence	9	-1	9	-1	9	-1
WIS Wisdom	13	+1	13	+1	13	+1
CHA Charisma	10	+0	10	+0	10	+0

HP

hit points

110

WOUNDS/CURRENT HP

AC

armor class

16

TOTAL

16

FLAT

8

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

0

STAT

-2

SIZE

8

NATURAL

0

MISC

MISS CHANCE

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESIST

INITIATIVE

modifier

+4

TOTAL

+0

DEX MODIFIER

+4

MISC MODIFIER

BASE ATTACK

bonus

+10/+5

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+12

=

+7

+

+5

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+7

=

+7

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+4

=

+3

+

+1

+

+0

+

+0

+

MELEE

attack bonus

TOTAL

+16/+11

=

+10/+5

+

+8

+

-2

+

+0

+

+0

+

RANGED

attack bonus

+8/+3

=

+10/+5

+

+0

+

-2

+

+0

+

+0

+

GRAPPLE

attack bonus

+26/+21

=

+10/+5

+

+8

+

+8

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+12/+7

1d8+8

20/x2

1,5 m

\*Bite

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

BPSC

L

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+17

2d6+12

Special Properties

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

SKILLS

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

13/6.5

MISC MODIFIER

✓

Appraise

INT

-1

=

-1

+

+

✓

Balance

DEX

0

=

0

+

+

✓

Bluff

CHA

0

=

0

+

+

✓

Climb

STR

8

=

8

+

+

✓

Concentration

CON

5

=

5

+

+

✓

Craft (Untrained)

INT

-1

=

-1

+

+

✓

Diplomacy

CHA

0

=

0

+

+

✓

Disguise

CHA

0

=

0

+

+

✓

Escape Artist

DEX

0

=

0

+

+

✓

Forgery

INT

-1

=

-1

+

+

✓

Gather Information

CHA

0

=

0

+

+

✓

Heal

WIS

1

=

1

+

+

✓

Hide

DEX

-6

=

0

+

-6

✓

Intimidate

CHA

0

=

0

+

+

✓

Jump

STR

16

=

8

+

8

✓

Listen

WIS

7

=

1

+

3.0

3

✓

Move Silently

DEX

8

=

0

+

7.0

1

✓

Ride

DEX

0

=

0

+

+

✓

Search

INT

-1

=

-1

+

+

✓

Sense Motive

WIS

1

=

1

+

+

✓

Spot

WIS

7

=

1

+

3.0

3

✓

Survival

WIS

1

=

1

+

+

✓

Swim

STR

8

=

8

+

+

✓

Use Rope

DEX

0

=

0

+

+

=

+

+

=

+

+

✓: can be used untrained. X: exclusive skills

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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 kg	0.0 gp	

WEIGHT ALLOWANCE					
Light	1040	Medium	2080	Heavy	3120
Lift over head	3120	Lift off ground	6240	Push / Drag	15600

SPECIAL ABILITIES	
Breath Weapon (Su)	15' Cone of Cold every 1d4 rounds damage 4d6 cold Reflex DC 18 half
Freezing Bite (Su)	
Immunity to Cold (Ex)	
Magical Beasts eat/sleep/breathe	
Scent (Ex)	
Trip (Ex)	
Vulnerability to Fire (Ex)	

FEATS	
Alertness	You get a +2 bonus on all Listen checks and Spot checks.
Improved Initiative	You get a +4 bonus on initiative checks.
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 (Bite)	You gain a +1 bonus on all attack rolls you make using the selected weapon.

PROFICIENCIES	
	Bite

LANGUAGES	
	Common, Giant

## Notes:

Character Sheet Notes: