

Unnamed 1 - Animal Companion of Aiven Green

CHARACTER NAME	PLAYER NAME	DEITY	None	True Neutral
Animal 2	Riding Dog (Companion)	Medium / 5 ft.	0' 0"	Low-light
CLASS	RACE	SIZE / FACE	HEIGHT	VISION
2 / 1	0	Male	0 lbs.	
Character Level / CR	AGE	GENDER	HAIR	POINTS
0 / 3000				

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	18		+4		
DEX Dexterity	18		+4		
CON Constitution	19		+4		
INT Intelligence	3		-4		
WIS Wisdom	17		+3		
CHA Charisma	12		+1		

WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED				
HP hit points	23											Walk 40 ft.				
AC armor class	18	14	14	10	0	0	4	0	4	0	0	0		0	+0	0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLEC-TION	DODGE	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST

INITIATIVE modifier	+4	=	+4	+	+0
TOTAL		DEX MODIFIER		MISC MODIFIER	
BASE ATTACK bonus	+1				

TOTAL SKILLPOINTS: 5 (UNUSED: 5)		SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS: 5/2.5	RANKS	MISC MODIFIER
✓	Appraise	INT	-4	=	-4				
✓	Balance	DEX	4	=	4				
✓	Bluff	CHA	1	=	1				
✓	Climb	STR	4	=	4				
✓	Concentration	CON	4	=	4				
✓	Craft (Untrained)	INT	-4	=	-4				
✓	Diplomacy	CHA	1	=	1				
✓	Disguise	CHA	1	=	1				
✓	Escape Artist	DEX	4	=	4				
✓	Forgery	INT	-4	=	-4				
✓	Gather Information	CHA	1	=	1				
✓	Heal	WIS	3	=	3				
✓	Hide	DEX	4	=	4				
✓	Intimidate	CHA	1	=	1				
✓	Jump	STR	12	=	4			+ 8	
✓	Listen	WIS	3	=	3				
✓	Move Silently	DEX	4	=	4				
✓	Ride	DEX	4	=	4				
✓	Search	INT	-4	=	-4				
✓	Sense Motive	WIS	3	=	3				
✓	Spot	WIS	3	=	3				
✓	Survival	WIS	3	=	3				
✓	Swim	STR	4	=	4				
✓	Use Rope	DEX	4	=	4				
					=	+	+		
					=	+	+		

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

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+7	+3	+4	+0	+0	+0		
REFLEX (dexterity)	+7	+3	+4	+0	+0	+0		
WILL (wisdom)	+3	+0	+3	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+5	+1	+4	+0	+0	+0	
RANGED attack bonus	+5	+1	+4	+0	+0	+0	
GRAPPLE attack bonus	+5	+1	+4	+0	+0	+0	

	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
Bite Lethal	+6+6/+1	1d6+6	20	5 ft.

*: 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
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EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	0.0 gp

WEIGHT ALLOWANCE					
Light	150	Medium	300	Heavy	450
Lift over head	450	Lift off ground	900	Push / Drag	2250

LANGUAGES

Animal Tricks	
Attack	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.	
Defend	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend another specific character.	
Down	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.	
Guard	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
The animal stays in place and prevents others from approaching.	
Seek	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
The animal moves into an area and looks around for anything that is obviously alive or animate.	
Track	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
The animal tracks the scent presented to it. (This requires the animal to have the scent ability.)	
Trained for Guarding	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
An animal trained to guard knows the tricks attack, defend, down, and guard. Training an animal for guarding takes 4 weeks.	

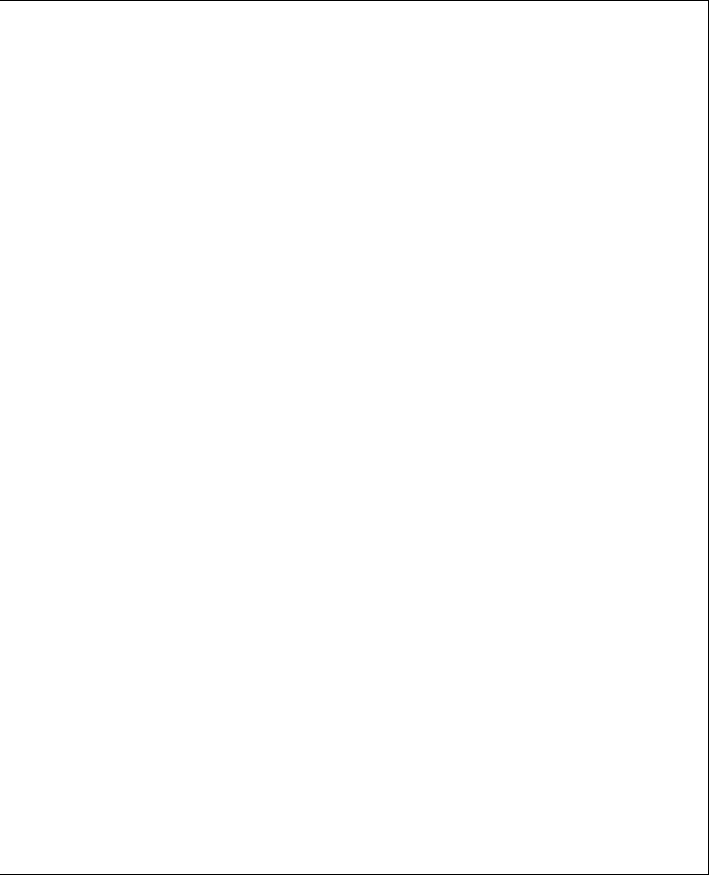
Special Attacks	
Share Spells (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
At the character's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect the companion. The companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the character before the duration expires. Additionally, you may cast a spell with a target of "You" on your companion (as a touch range spell) instead of on herself. A character and her companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).	

Special Qualities	
Animal Traits	[Wizards of the Coast - Revised (v.3.5) System Reference Document, TypesSubtypesAbilities.rtf]
Animals eat/sleep/breathe	
Bonus Tricks	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
1	
Link (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
A character can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The character gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.	
Low-light Vision (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
You can see 2x as far as humans in low illumination.	
Scent (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document]

Feats	
Weapon Focus (Bite)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You gain a +1 bonus on all attack rolls you make using the selected weapon.	
Track	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
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

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Riding Dog (Companion)
RACE
0
AGE
Male
GENDER
Low-light
VISION
True Neutral
ALIGNMENT
Right
DOMINANT HAND
0' 0"
HEIGHT
0 lbs.
WEIGHT
EYE COLOUR
SKIN COLOUR
,
HAIR
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION

Description:
Biography: