

Willow - Animal Companion of Aiven Green

CHARACTER NAME

Animal 6

CLASS

6 / 1

Character Level / CR

0 / 21000

EXP / NEXT LEVEL

PLAYER NAME

Riding Dog

RACE

0

AGE

Medium / 5 ft.

SIZE / FACE

Female

GENDER

DEITY

0' 0"

HEIGHT

EYES

None

REGION

0 lbs.

WEIGHT

HAIR

True Neutral

ALIGNMENT

Low-light

VISION

POINTS

ABILITY NAME

STR

Strength

ABILITY SCORE

17

EQUIPPED SCORE

ABILITY MODIFIER

+3

ABILITY DAMAGE

PENALTY

ABILITY NAME

DEX

Dexterity

ABILITY SCORE

17

EQUIPPED SCORE

ABILITY MODIFIER

+3

ABILITY DAMAGE

PENALTY

ABILITY NAME

CON

Constitution

ABILITY SCORE

15

EQUIPPED SCORE

ABILITY MODIFIER

+2

ABILITY DAMAGE

PENALTY

ABILITY NAME

INT

Intelligence

ABILITY SCORE

2

EQUIPPED SCORE

ABILITY MODIFIER

-4

ABILITY DAMAGE

PENALTY

ABILITY NAME

WIS

Wisdom

ABILITY SCORE

14

EQUIPPED SCORE

ABILITY MODIFIER

+2

ABILITY DAMAGE

PENALTY

ABILITY NAME

CHA

Charisma

ABILITY SCORE

2

EQUIPPED SCORE

ABILITY MODIFIER

-4

ABILITY DAMAGE

PENALTY

HP

hit points

40

AC

armor class

21

WOUNDS/CURRENT HP

18

FLAT

13

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

0

STAT

3

SIZE

0

NATURAL ARMOR

8

DEFLECTION

0

DODGE

0

MISC

0

INITIATIVE

modifier

+3

TOTAL

+3

DEX MODIFIER

+3

MISC MODIFIER

+0

BASE ATTACK

bonus

+4

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

Conditional Modifiers

FORTITUDE

(constitution)

+7

=

+5

+

+2

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+8

=

+5

+

+3

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+4

=

+2

+

+2

+

+0

+

+0

+

+0

+

MELEE

attack bonus

+7

RANGED

attack bonus

+7

GRAPPLE

attack bonus

+7

\*Bite

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

BPS

M

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+8

1d6+4

\*: 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

Leather (Medium)

TYPE

Light

AC

+2

MAXDEX

+6

CHECK

+0

SPELL FAILURE

10

TOTAL SKILLPOINTS: 13

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

MAX RANKS: 9/4/5

✓ Appraise

INT

-4

=

-4

✓ Balance

DEX

3

=

3

✓ Bluff

CHA

-4

=

-4

✓ Climb

STR

3

=

3

✓ Concentration

CON

2

=

2

✓ Craft (Untrained)

INT

-4

=

-4

✓ Diplomacy

CHA

-4

=

-4

✓ Disguise

CHA

-4

=

-4

✓ Escape Artist

DEX

3

=

3

✓ Forgery

INT

-4

=

-4

✓ Gather Information

CHA

-4

=

-4

✓ Heal

WIS

2

=

2

✓ Hide

DEX

3

=

3

✓ Intimidate

CHA

-4

=

-4

✓ Jump

STR

12

=

3 + 1 + 8

✓ Listen

WIS

8

=

2 + 4 + 2

✓ Move Silently

DEX

3

=

3

✓ Ride

DEX

3

=

3

✓ Search

INT

-4

=

-4

✓ Sense Motive

WIS

2

=

2

✓ Spot

WIS

9

=

2 + 5 + 2

✓ Survival

WIS

5

=

2 + 3

✓ Swim

STR

3

=

3

✓ Use Rope

DEX

3

=

3

=

+

+

=

+

+

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

Character: Willow

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill, Dekker & Andrew Maitland (LegacyKing).

Level:6 (CR:1)

Player:

Created using PCGen 6.00.0 on May 3, 2014 at 3:48:36 PM

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EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Bite	Equipped	1	0.0	0.0	
Saddlebags	Equipped	1	8.0	4.0	
44 lbs., 4 Rations (Trail/Per Day) (Small), 6 Rations (Trail/Per Day), 2 Waterskin, 3 Waterskin (Filled), 1 Artisan's Tools (Woodworking), 1 Leather (Medium), 1 Rope (Silk/50 Ft.)					
Leather (Medium)	Saddlebags	1	15.0	10.0	
Rations (Trail/Per Day) (Small)	Saddlebags	4	0.25 (1.0)	0.5 (2.0)	
🛠️🛠️🛠️	Saddlebags	1	5.0	5.0	
Artisan's Tools (Woodworking)	Saddlebags	1	5.0	5.0	
Rations (Trail/Per Day)	Saddlebags	6	1.0 (6.0)	0.5 (3.0)	
🍖🍖🍖🍖🍖	Saddlebags	1	5.0	10.0	
Rope (Silk/50 Ft.)	Saddlebags	1	5.0	10.0	
Waterskin	Saddlebags	2	0.0 (0.0)	1.0 (2.0)	
0 lbs.					
Waterskin (Filled)	Saddlebags	3	4.0 (12.0)	1.0 (3.0)	
TOTAL WEIGHT CARRIED/VALUE			52 lbs. 39.0 gp		

WEIGHT ALLOWANCE					
Light	130	Medium	260	Heavy	390
Lift over head	390	Lift off ground	780	Push / Drag	1950

LANGUAGES					
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Animal Tricks	
<b>Attack</b>	[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.	
<b>Come</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
The animal comes to you, even if it normally would not do so.	
<b>Defend</b>	[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.	
<b>Down</b>	[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.	
<b>Guard</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
The animal stays in place and prevents others from approaching.	
<b>Heel</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
The animal follows you closely, even to places where it normally wouldn't go.	
<b>Track</b>	[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.)	
<b>Trained for Combat Riding</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
An animal trained to bear a rider into combat knows the tricks attack, come, defend, down, guard, and heel. Training an animal for combat riding takes 6 weeks. You may also "upgrade" an animal trained for riding to one trained for combat by spending 3 weeks and making a successful DC 20 Handle Animal check. The new general purpose and tricks completely replace the animal's previous purpose and any tricks it once knew. Many horses and riding dogs are trained in this way.	
<b>Work</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
The animal pulls or pushes a medium or heavy load.	

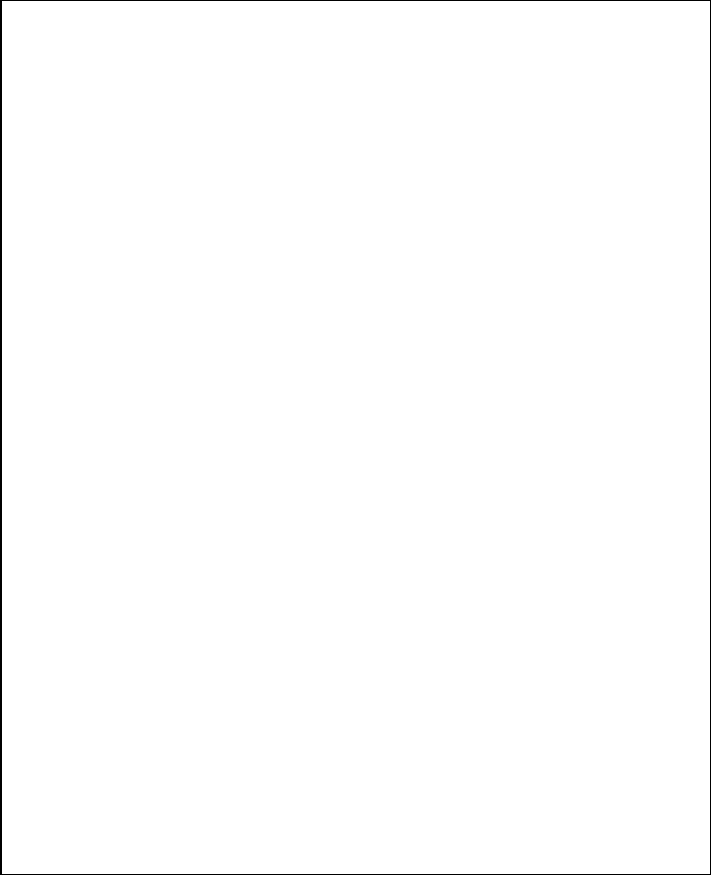
Special Attacks	
<b>Share Spells (Ex)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
At the character's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect the companion. The companion must be within 5 feet of her at the time of casting 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	
<b>Animal Traits</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, TypesSubtypesAbilities.rtf]
Animals eat/sleep/breathe	
<b>Bonus Tricks</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
3	
<b>Devotion (Ex)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.	
<b>Evasion (Ex)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]
If subjected to an attack that allows a Reflex save for half damage, you take no damage on a successful save.	
<b>Link (Ex)</b>	[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.	
<b>Low-light Vision (Ex)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
You can see 2x as far as humans in low illumination.	
<b>Scent (Ex)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document]

Feats	
<b>Alertness</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You get a +2 bonus on all Listen checks and Spot checks.	
<b>Dodge</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.	
<b>Weapon Focus (Bite)</b>	[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.	
<b>Track</b>	[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	

Willow- Animal Companion of Aiven Green



Riding Dog
RACE
0
AGE
Female
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: