

Willow - Animal Companion of Aiven Green

CHARACTER NAME

Animal 2

CLASS

2 / 1

Character Level / CR

0 / 3000

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

15

EQUIPPED SCORE

ABILITY MODIFIER

+2

ABILITY DAMAGE

PENALTY

DEX

Dexterity

15

+2

CON

Constitution

15

+2

INT

Intelligence

2

-4

WIS

Wisdom

14

+2

CHA

Charisma

2

-4

HP

hit points

19

WOUNDS/CURRENT HP

AC

armor class

16

TOTAL

14

FLAT

12

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

0

STAT

2

SIZE

0

NATURAL ARMOR

4

DEFLECTION

0

DODGE

0

MISC

0

INITIATIVE

modifier

+2

TOTAL

+2

DEX MODIFIER

+0

MISC MODIFIER

+0

BASE ATTACK

bonus

+1

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

Conditional Modifiers

FORTITUDE

(constitution)

+5

=

+3

+

+2

+

+0

+

+0

+

REFLEX

(dexterity)

+5

=

+3

+

+2

+

+0

+

+0

+

WILL

(wisdom)

+2

=

+0

+

+2

+

+0

+

+0

+

MELEE

attack bonus

TOTAL

+3

=

BASE ATTACK BONUS

+1

+

STAT

+2

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

RANGED

attack bonus

+3

=

+1

+

+2

+

+0

+

+0

+

GRAPPLE

attack bonus

+3

=

+1

+

+2

+

+0

+

+0

+

\*Bite

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

BPS

M

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+4

1d6+3

\*: 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

TOTAL SKILLPOINTS: 5

SKILL NAME

✓ Appraise

INT

-4

=

-4

✓ Balance

DEX

2

=

2

✓ Bluff

CHA

-4

=

-4

✓ Climb

STR

2

=

2

✓ Concentration

CON

2

=

2

✓ Craft (Untrained)

INT

-4

=

-4

✓ Diplomacy

CHA

-4

=

-4

✓ Disguise

CHA

-4

=

-4

✓ Escape Artist

DEX

2

=

2

✓ Forgery

INT

-4

=

-4

✓ Gather Information

CHA

-4

=

-4

✓ Heal

WIS

2

=

2

✓ Hide

DEX

2

=

2

✓ Intimidate

CHA

-4

=

-4

✓ Jump

STR

10

=

2

+

8

✓ Listen

WIS

3

=

2

+

1

✓ Move Silently

DEX

2

=

2

✓ Ride

DEX

2

=

2

✓ Search

INT

-4

=

-4

✓ Sense Motive

WIS

2

=

2

✓ Spot

WIS

4

=

2

+

2

✓ Survival

WIS

4

=

2

+

2

✓ Swim

STR

2

=

2

✓ Use Rope

DEX

2

=

2

=

+

+

=

+

+

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

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

WEIGHT ALLOWANCE					
Light		100	Medium		200
Lift over head		300	Lift off ground		600
			Heavy		300
			Push / Drag		1500

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.	

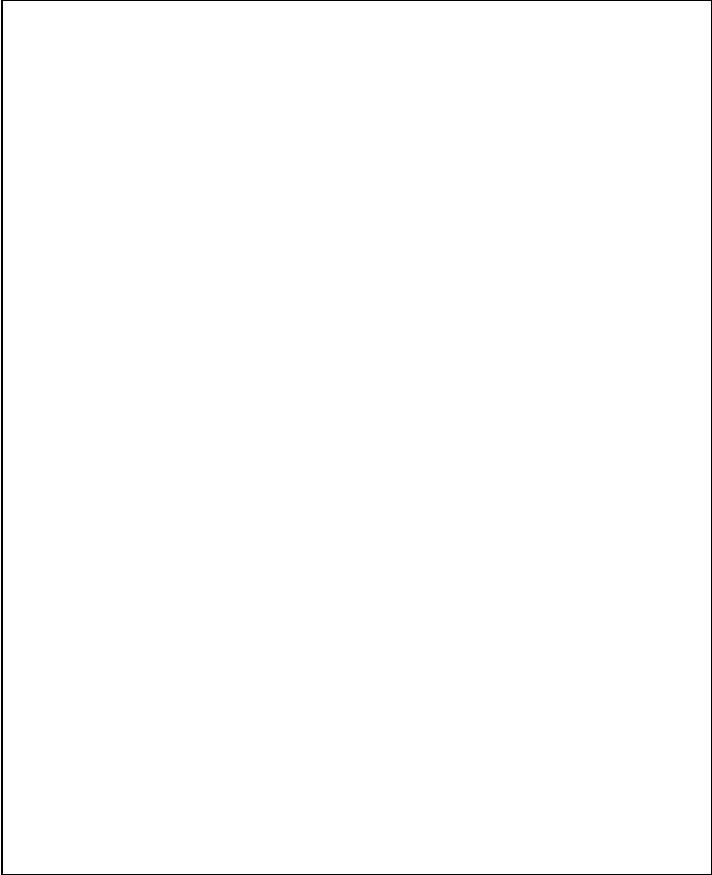
Special Attacks	
<b>Share Spells (Ex)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
At the character's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect the companion. The companion must be within 5 feet of her at the time of casting 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]
1	
<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>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: