

CHARACTER NAME		PLAYER NAME		DEITY	REGION	ALIGNMENT
Animal 2		Riding Dog	Medium / 5 ft.	0' 0"	0 lbs.	Low-light
CLASS		RACE	SIZE / FACE	HEIGHT	WEIGHT	VISION
2 / 1		0 / 3000	0	Male		
Character Level / CR	EXP / NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	15		+2		
DEX Dexterity	15		+2		
CON Constitution	15		+2		

HP		WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED			
hit points	19													Walk 40 ft.			
AC armor class	16	14	12	= 10	+ 0	+ 0	+ 2	+ 0	+ 4	+ 0	+ 0	+ 0		0	+0	0	
TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	MISC	MISS CHANCE	ARCANE SPELL QUALITY	ARMOR CHECK QUALITY	SPELL RESIST		

CON Constitution	15	+2
INT Intelligence	2	-4
WIS Wisdom	12	+1
CHA Charisma	6	-2

INITIATIVE <small>modifier</small>	+2 = +2 + +0 <small>TOTAL DEX MODIFIER MSC MODIFIER</small>
BASE ATTACK <small>bonus</small>	+1

TOTAL SKILLPOINTS: 5		SKILLS			
SKILL NAME	KEY ABILITY	SKILL	ABILITY	RANKS	MSC
		MODIFIER	MODIFIER		MODIFIER
✓ Appraise	INT	-4	=	-4	
✓ Balance	DEX	2	=	2	
✓ Bluff	CHA	-2	=	-2	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+5 =	+3	+2	+0	+0	+0		
REFLEX (dexterity)	+5 =	+3	+2	+0	+0	+0		
WILL (wisdom)	+1 =	+0	+1	+0	+0	+0		

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+3	=	+1	+2	+0	+0	+0	
RANGED attack bonus	+3	=	+1	+2	+0	+0	+0	
GRAPPLE attack bonus	+3	=	+1	+2	+0	+0	+0	

*Bite		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	BPS	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+4		1d6+3				

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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TOTAL SKILLPOINTS: 5		SKILLS				FAILURE PENALTY	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MAX RANKS: 5/2.5 MISC. MODIFIER	
✓	Appraise	INT	-4	= -4			
✓	Balance	DEX	2	= 2			
✓	Bluff	CHA	-2	= -2			
✓	Climb	STR	2	= 2			
✓	Concentration	CON	2	= 2			
✓	Craft (Untrained)	INT	-4	= -4			
✓	Diplomacy	CHA	-2	= -2			
✓	Disguise	CHA	-2	= -2			
✓	Escape Artist	DEX	2	= 2			
✓	Forgery	INT	-4	= -4			
✓	Gather Information	CHA	-2	= -2			
✓	Heal	WIS	1	= 1			
✓	Hide	DEX	2	= 2			
✓	Intimidate	CHA	-2	= -2			
✓	Jump	STR	10	= 2			+ 8
✓	Listen	WIS	2	= 1		+ 1	
✓	Move Silently	DEX	2	= 2			
✓	Ride	DEX	2	= 2			
✓	Search	INT	-4	= -4			
✓	Sense Motive	WIS	1	= 1			
✓	Spot	WIS	3	= 1		+ 2	
✓	Survival	WIS	3	= 1		+ 2	
✓	Swim	STR	2	= 2			
✓	Use Rope	DEX	2	= 2			
				=		+	+
				=		+	+

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

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	
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.	
Come	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
The animal comes to you, even if it normally would not do so.	
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.	
Heel	[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.	
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 Combat Riding	[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.	

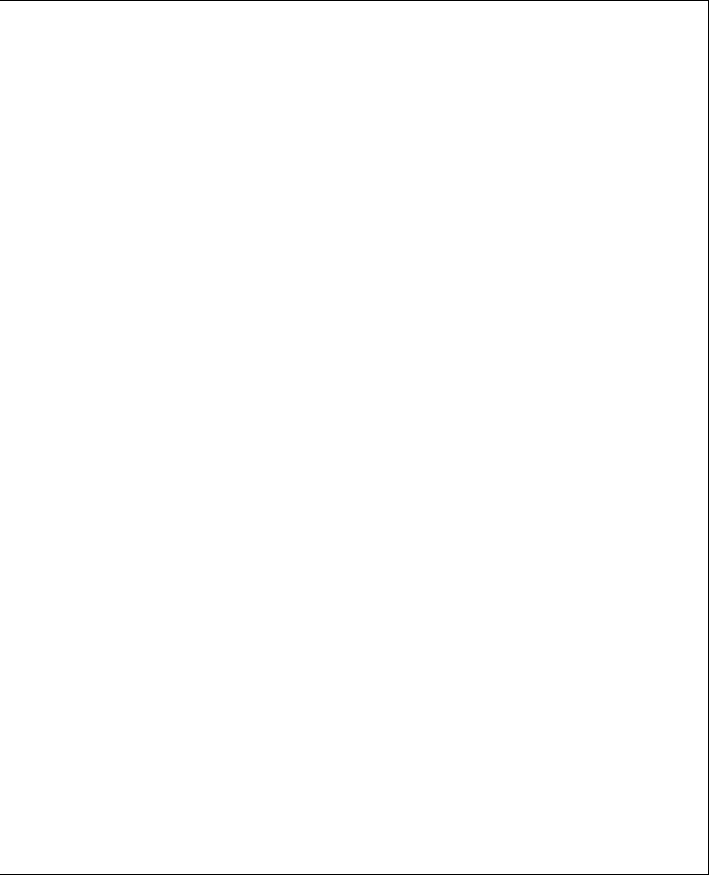
Special Attacks	
Share Spells (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
At the character's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect the companion. The companion must be within 5 feet of her at the time of casting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

Dog- Animal Companion of Aiven Green



Riding Dog
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: