

CHARACTER Sammy PLAYER SeanO
 CLASS Pet LEVEL 1
 RACE Riding Dog (Mastiff) ALIGNMENT Neutral
 PATRON DEITY/RELIGION _____
 ORIGIN _____ Color: Fawn/Brindle Weight: 155 lbs., Speed: 40'
 NATIONALITY Great Dane RESIDENCE Whillip



ABILITY SCORES

	SCORE	MODIFIER	TEMP SCORE	TEMP MODIFIER
STRENGTH	15	2		
DEXTERITY	15	2		
CONSTITUTION	15	2		
INTELLIGENCE	2	-4		
WISDOM	12	1		
CHARISMA	6	-2		

HIT POINTS

14

DIE TYPE d8

DAMAGE REDUCTION

AC WHEN FLAT-FOOTED 16

AC VERSUS TOUCH ATTACKS 12

MISS CHANCE

MAX DEX BONUS

ARMOR CHECK PENALTY

ARCANE SPELL FAILURE

SPELL RESISTANCE

SKILLS

MAX RANKS = LVL+3(2)

	CROSS CLASS	KEY ABILITY	MODIFIERS			
			TOTAL	ABILITY	RANKS	MISC
ALCHEMY	<input type="checkbox"/>	INT	-4	-4		
ANIMAL EMPATHY	<input type="checkbox"/>	CHA	-2	-2		
APPRAISE ■	<input type="checkbox"/>	INT	-4	-4		
BALANCE ■	<input type="checkbox"/>	DEX*	2	2		
BLUFF ■	<input type="checkbox"/>	CHA	-2	-2		
CLIMB ■	<input type="checkbox"/>	STR*	2	2		
CONCENTRATION ■	<input type="checkbox"/>	CON	2	2		
CRAFT ■ (_____)	<input type="checkbox"/>	INT	-4	-4		
DECIPHER SCRIPT	<input type="checkbox"/>	INT	-4	-4		
DIPLOMACY ■	<input type="checkbox"/>	CHA	-2	-2		
DISABLE DEVICE	<input type="checkbox"/>	INT	-4	-4		
DISGUISE ■	<input type="checkbox"/>	CHA	-2	-2		
ESCAPE ARTIST ■	<input type="checkbox"/>	DEX*	2	2		
FORGERY ■	<input type="checkbox"/>	INT	-4	-4		
GATHER INFORMATION ■	<input type="checkbox"/>	CHA	-2	-2		
HANDLE ANIMAL	<input type="checkbox"/>	CHA	-2	-2		
HEAL ■	<input type="checkbox"/>	WIS	1	1		
HIDE ■	<input type="checkbox"/>	DEX*	2	2		
INNUENDO	<input type="checkbox"/>	WIS	1	1		
INTIMIDATE ■	<input type="checkbox"/>	CHA	-2	-2		
INTUIT DIRECTION	<input type="checkbox"/>	WIS	1	1		
JUMP ■	<input checked="" type="checkbox"/>	STR*	8	2	4	2
KNOWLEDGE (_____)	<input type="checkbox"/>	INT	-4	-4		
KNOWLEDGE (_____)	<input type="checkbox"/>	INT	-4	-4		
KNOWLEDGE (_____)	<input type="checkbox"/>	INT	-4	-4		
KNOWLEDGE (_____)	<input type="checkbox"/>	INT	-4	-4		
LISTEN ■	<input checked="" type="checkbox"/>	WIS	5	1	2	2
MOVE SILENTLY ■	<input type="checkbox"/>	DEX*	2	2		
OPEN LOCK	<input type="checkbox"/>	DEX	2	2		
PERFORM ■ (_____)	<input type="checkbox"/>	CHA	-2	-2		
(_____)						
(_____)						
PICK POCKET	<input type="checkbox"/>	DEX*	2	2		
PROFESSION (_____)	<input type="checkbox"/>	WIS	1	1		
READ LIPS	<input type="checkbox"/>	INT	-4	-4		
RIDE ■	<input type="checkbox"/>	DEX	2	2		
SCRY ■	<input type="checkbox"/>	INT	-4	-4		
SEARCH ■	<input type="checkbox"/>	INT	-4	-4		
SENSE MOTIVE ■	<input type="checkbox"/>	WIS	1	1		
SPELLCRAFT	<input type="checkbox"/>	INT	-4	-4		
SPOT ■	<input checked="" type="checkbox"/>	WIS	5	1	2	2
SWIM ■	<input checked="" type="checkbox"/>	STR†	3	2	1	
TUMBLE	<input type="checkbox"/>	DEX*	2	2		
USE MAGIC DEVICE	<input type="checkbox"/>	CHA	-2	-2		
USE ROPE ■	<input type="checkbox"/>	DEX	2	2		
WILDERNESS LORE ■	<input checked="" type="checkbox"/>	WIS	6	1	1	4
Wilderness Lore= Survival	<input type="checkbox"/>		0			
	<input type="checkbox"/>		0			
	<input type="checkbox"/>		0			
	<input type="checkbox"/>		0			
	<input type="checkbox"/>		0			

ARMOR CLASS 16

ARMOR WORN = 10 +

MODIFIERS	ARMOR	SHIELD	DEX	WIS	SIZE	NATURAL	MISC
			2			4	

SAVING THROWS

	TOTAL	BASE	ABILITY	MAGIC	MISC	TEMP
FORTITUDE (CON)	5	3	2			
REFLEX (DEX)	5	3	2			
WILL (WIS)	1		1			

COMBAT BONUSES

	TOTAL	BASE	ABILITY	SIZE	MISC	TEMP
INITIATIVE (DEX)	1		2			
MELEE (STR)	3	1	2			
RANGED (DEX)	3	1	2			

ADDITIONAL COMBAT MODIFIERS

PROFICIENCIES

WEAPONS

WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
Bite	+3	1d6+3	x2		B,P,S	M
NOTES						
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						

■ CAN BE USED WITH 0 RANKS — * ARMOR CHECK PENALTY APPLIES — † -1 PER 5 LBS. OF GEAR

EQUIPMENT

ITEM	LOCATION	WT	ITEM	LOCATION	WT	ITEM	LOCATION	WT
Pack Saddle	worn	15						
Saddle Bags	worn	8						
Bit & Bridle	worn	1						
CURRENT LOAD	24					TOTAL WEIGHT CARRIED		

MOVEMENT/LIFTING

MOVEMENT	RATE	MOVEMENT	RATE
WALK (= BASE)	40	HOUR WALK	4 miles
HUSTLE	80	HOUR HUSTLE	8 miles
RUN (x3)	120	DAY WALK	32 miles
RUN (x4)	160	SPECIAL	

LOAD	WEIGHT CARRIED	MAX DEX	CHK PEN	RUN
LIGHT	100	NORMAL	NORMAL	NORMAL
MEDIUM	101-200	+3	-3	x4
HEAVY	201-300	+1	-6	x3

EXPERIENCE

TOTAL EXPERIENCE

XPS NEEDED FOR NEXT LEVEL

300

600

LIFT OVER HEAD = MAX LOAD LIFT OFF GROUND = 2 X MAX LOAD

1500

PUSH OR DRAG = 5 X MAX LOAD

MONEY & GEMS

CP —

SP —

GP —

PP —

GEMS —

CLASS & RACIAL ABILITIES

Mastiff Riding Dog
 Speed= 40'
 Special Qualities: Low-light vision, Scent
 Special Attacks: Trip
 +4 racial on jump & survival

Fawn/Brindle

LANGUAGES

Doggie

FEATS

Alertness
Track

An animal trained to bear a rider into combat knows the tricks attack, come, defend, down, guard, and heel (3 tricks per point of intelligence).
 Warhorses and riding dogs (see the Monster Manual) are already trained to bear riders into combat, and they don't require any additional training for this purpose (PH, pg 76, Handle Animal).

Combat: If trained for war, these animals can make trip attacks just as wolves do (see the Wolf entry). A riding dog can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	# SPELLS KNOWN
	0		0	
	1ST			
	2ND			
	3RD			
	4TH			
	5TH			
	6TH			
	7TH			
	8TH			
	9TH			

SPELL SAVE DC MOD

SPELLS

MAGIC ITEMS

HENCHMEN/ANIMAL COMPANIONS

NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA
NOTES													
NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA
NOTES													
NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA
NOTES													
NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA
NOTES													

CHARACTER DESCRIPTION

CHARACTER NAME Sammy	AGE 3	SEX Male
DESCRIPTION	BIRTH DATE	SIZE Medium
	HEIGHT	WEIGHT 155
	HAIR Black & Brown	EYES brown
	SKIN	HANDEDNESS

PERSONALITY

CHARACTER SKETCH

QUOTE(S)

CONTACTS/FRIENDS

ENEMIES

BACKGROUND & NOTES