Sammy	SeanO	Neutral	
Character Name	Player	Alignment	Current XP / Next Level XP / XP Change
Animal Companion	Great Dane	Rob's World!	
Class	Race	Campaign	Deity

Level	Size	Age	Gender	Height	Weight	Eyes	Hair
3	Medium	2	Male	3'5"	150	brown	fawn/brindle

Ability	Score	Mod	Temp Score	Temp Mod
STR	16	3		
DEX	16	3		
CON	15	2		
INT	2	-4		
WIS	12	1		
CHA	6	-2		

Action Points

	TOTAL	Current HP	Nonlethal Damage	Hit Dice	Damage Reduction
HP	30			4d8	

	TOTAL		Armor	Shield	Dex	Size	Natural	Deflect	Misc
AC	23	= 10 +	4	+ 0	+ 3	+ 0	+ 6	+ 0	+ 0

Touch 13 **Flat-footed** 20

	Total	Dex	Misc
INIT	3	= 3	+ 0

Speed	Armor Type
40	Light

Light Load	115
Med Load	229
Max Load	345
Over Head	345
Off Ground	690
Push/Drag	1725

Saving Throws	Total	Base	Ability Mod	Magic Mod	Misc Mod	Temp Mod
FORTITUDE	6	= 4	+ 2	+ 0	+ 0	+ 0
REFLEX	7	= 4	+ 3	+ 0	+ 0	+ 0
WILL	2	= 1	+ 1	+ 0	+ 0	+ 0

	Total Attack Bonus		Base Attack Bonus		Str Mod		Size Mod		Misc Mod		Temp Mod
MELEE	+6	=	3	+	3	+	0	+	0	+	0
GRAPPLE	+3	=	3	+	0	+	0	+	0	+	0
RANGED	+6	=	3	+	3	+	0	+	0	+	0
	Total Attack Bonus		Base Attack Bonus		Dex Mod		Size Mod		Misc Mod		Temp Mod

Weapon	Total Attack Bonus	Damage	Critical	Range
Bite	+7	1d6+4	x2	
Special Properties	Ammunition	Weight	Size	Type
Weapon Focus (Bite), Trip			Medium	B, P & S

Weapon	Total Attack Bonus	Damage	Critical	Range
Special Properties	Ammunition	Weight	Size	Type

Weapon	Total Attack Bonus	Damage	Critical	Range

Special Properties	Ammunition	Weight	Size	Type

Weapon	Total Attack Bonus	Damage	Critical	Range
Special Properties	Ammunition	Weight	Size	Type

Armor/Protective Item	Type	AC Bonus	Check Pen	Max Dex
Barding, Chain Shirt, Masterwork	Light	5	1	4
Special Properties		Weight	Spell Fail	Speed
		50		40

Shield/Protective Item	Type	AC Bonus	Check Pen	Max Dex
Special Properties		Weight	Spell Fail	Speed

Feats & Special Abilities

Riding Dog (MM pg 272)

Speed= 40'

Special Qualities: Low-light vision, Scent

Special Attacks: Trip

+4 racial on jump & survival

Animal Compaion (PH pg 36)

+2 hd & natural armor, +1 Str/Dex

Link, Share spells, Evasion

Tricks: (PH pg 75)

coup de gras

wake party

Combat Riding: bear rider into combat

attack, come, defend, down, guard, and heel

Feats

Alertness (PH pg 89)

Track (PH pg 101)

Weapon Focus (Bite) (PH pg 102)

Skills [Auto Fill | Update CC | Clear]

Max Rank   6 / 3

Skill Name	Key Ab	CS	Skill Mod	=	Ab Mod	+	Rank	+	Misc Mod	ACP
Appraise	Int	☑	-4	=	-4	+	0	+	0	0
Balance	Dex	☑	3	=	3	+	0	+	0	0
Bluff	Cha	☑	-2	=	-2	+	0	+	0	0
Climb	Str	☑	2	=	3	+	0	+	0	-1
Concentration	Con	☑	2	=	2	+	0	+	0	0
Craft ( )		☑	0	=	0	+	0	+	0	0
Decipher Script	Int	☑	-4	=	-4	+	0	+	0	0
Diplomacy	Cha	☑	-2	=	-2	+	0	+	0	0
Disable Device	Int	☑	-5	=	-4	+	0	+	0	-1
Disguise	Cha	☑	-2	=	-2	+	0	+	0	0
Escape Artist	Dex	☑	2	=	3	+	0	+	0	-1
Forgery	Int	☑	-4	=	-4	+	0	+	0	0
Gather Information	Cha	☑	-2	=	-2	+	0	+	0	0
Handle Animal	Cha	☑	-2	=	-2	+	0	+	0	0
Heal	Wis	☑	1	=	1	+	0	+	0	0
Hide	Dex	☑	2	=	3	+	0	+	0	-1
Intimidate	Cha	☑	-2	=	-2	+	0	+	0	0
Jump	Str	☐	7	=	3	+	4	+	1	-1
Knowledge (1)	Int	☑	-4	=	-4	+	0	+	0	0
Knowledge (2)	Int	☑	-4	=	-4	+	0	+	0	0
Knowledge (3)	Int	☑	-4	=	-4	+	0	+	0	0
Knowledge (4)	Int	☑	-4	=	-4	+	0	+	0	0
Listen	Wis	☐	7	=	1	+	4	+	2	0
Move Silently	Dex	☑	2	=	3	+	0	+	0	-1
Open Lock	Dex	☑	3	=	3	+	0	+	0	0
Perform ( )		☑	0	=	0	+	0	+	0	0
Profession ( )		☑	0	=	0	+	0	+	0	0
Ride	Dex	☑	2	=	3	+	0	+	0	-1
Search	Int	☑	-4	=	-4	+	0	+	0	0
Sense Motive	Wis	☑	1	=	1	+	0	+	0	0
Sleight of Hand	Dex	☑	3	=	3	+	0	+	0	0
Spellcraft	Int	☑	-4	=	-4	+	0	+	0	0
Spot	Wis	☐	9	=	1	+	6	+	2	0
Survival	Wis	☐	6	=	1	+	1	+	4	0

Other Possessions

Item	Weight (lbs)	Loc
Pack Saddle	15	worn
Bit & Bridle	1	worn
Seaweed Rope, 40'	4	bags
Hooded Lantern	2	carried
Total Weight:	72	

Skill	Ability		Total		Ranks		Ability Mod		Misc
Swim	Str	☐	1	=	3	+	0	+	0	-2
Tumble	Dex	☑	2	=	3	+	0	+	0	-1
Use Magic Device	Cha	☑	-2	=	-2	+	0	+	0	0
Use Rope	Dex	☑	3	=	3	+	0	+	0	0
		☐		=		+		+		
		☐		=		+		+		
		☐		=		+		+		
		☐		=		+		+		
		☐		=		+		+		
		☐		=		+		+		
		☐		=		+		+		
		☐		=		+		+		
		☐		=		+		+		
		☐		=		+		+		
		☐		=		+		+		
		☐		=		+		+		
		☐		=		+		+		

Total Skill Points: 15

Currency

Languages

Spells/Powers Known

(Bards, Sorcerers, Psions & Psi Warriors)

0		5th	
1st		6th	
2nd		7th	
3rd		8th	
4th		9th	

Spell Saves

Save DC	LEVEL	Spells /Day	Bonus Spells
	0		0
	1st		
	2nd		
	3rd		
	4th		
	5th		
	6th		
	7th		
	8th		
	9th		

Psionics

Manifester Level			Key Ability
Base	Bonus	Max	Current

Spells & Powers

Spell/Power Name	# Cast /Mem	Spell/Power Name	# Cast /Mem

Description   Personality
Character Traits   Character Flaws
Contacts / Friends   Enemies

Statistic Block [NPC Gen Import] [Generate Statblock]

Condition and Effects   ## Additional Information

Other Notes

Private Notes

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