						ert Wilhelm				N	<u>N</u> (1000			-			
Character Name	e				Player	A/					gnment	ام ابر م	(Current	XP			ext Level	XP		>	(P Chang	je	
N/A Class					Animai (_{Race}	vvar	Dog/Riding	Dog)			ob's We	oria						I/A eity						
2 Medium 3					Fen	nale		cu	mpaign							city								
Level Size Age			Age		Gend			He	ight		N	Weight			Ey	/es			ŀ	lair				
Ability	Score	Mod		Temp Score	Tem Mo				_	TOTAL	Cu	urrent HP	, ,	Non	ethal Da	amage			Hit Dice	e		Dam	iage F	Reduction
STR	15	2					н	P		13									2d8	,				
DEX	15	2				AC				19 = 10 + 3				0			+	0	+	+ 4 +		+ 0		+ 0
CON	15	2								TOTAL		Armo		Shield		Dex		Size	-	Natura	al .	Deflec Light	t r	Misc
INT	2	-4					Touch	12	2 То		at-foot De		1 Mi									Load	l	100
WIS	12	1	_				ΙΝΙ	г		2 =	= 2			sс)								Med Load		200
CHA	6	-2						40	ļ		ļ	Light		-								Max Load	[300
	Action	Points				Speed Armor Typ]							Over Head	[300				
							Ability		Magic		Misc		Ten	מר								Off Ground	[600
	ving Throws	_	Total	1		$\frac{\text{Base}}{3} + \frac{\text{Mod}}{2} + \frac{\text{Mod}}{0} + \frac{\text{Mod}}{1} + \frac{1}{1} + 1$					Mod + 0 +			Mod		.						5.54.14		
	RTITUDE		5	=						+					<u> </u>							Push/	г	
	EFLEX		5	=	3		+ 2	+	0	+	0	+	0									Drag	l	1500
	WILL		1	=	0		+ 1	+	0	+	0	+	0											
					Total A	ttack B	onus			Base A	ttack Boni	JS		9	Str Mod		Si	ze Mod		М	lisc Mo	d	-	Temp Mod
MELEE				+3 =				1			+ 2 +				0 + 0			0	+		0			
GRAPPLE				+3 =				1		+	2	+		0 + 0		0	+		0					
RANGED				+3 = 1				1		+ 2 +				0 + 0			+		0					
					Total A	ttack B	onus			Base A	ttack Bonu	JS		0	ex Mod		Si	ze Mod		М	lisc Mo	b	-	Temp Mod
	We	eapon				Total Attack Bonus						Damage				Critical						nge		
Bite	Spocia	al Properties				+3 Ammunition						1d6+3 Weight				X2 Size					2	0 pe		
Free trip or	1 successfu		,			-						-					-				B/S			
	We	eapon				Total Attack Bonus						Damage					Critic	cal			Rai	nge		
Trip	Guide	1.D				+2 Ammunition						– Weight				- Size						-		
Free trip or	successfu	l Properties I bite, n		nter-tr	ip			Amm	nuniuon						weight				5120	e			iy	pe
Weapon					Total Attack Bonus						Damage				Critical				Range					
Special Properties					Ammunition						Weight				Size			Туре						
Special Hoperites					Annandon						weight				JIZC									
Weapon					Total Attack Bonus						Damage				Critical				Range					
Special Properties					Ammunition						Weight				Size					Ty	pe			
	•																							
Armor/Protective				tective					Туре					Check Pen				Max Dex						
Studded Leather Barding				Snec	cial Properties				Light		3 Weight			-1 Spell Fail			+5 Speed							
Barding, Medium sized (Dog or similar)				5956							20			15%			40							
Shield/Protective				tective	e Item				Туре	AC Bonus				Check Pen				Max Dex						
					cial Properties							147-	viaht		Carall 5-1				Speed					
					Spec	ai Prop	erdes							+	We	eight			Spell	rdli			Spe	eeu
								Feat	ts & s	Speci	al Abi	ities												

Feats	& S	pecial	Abilitie
-------	-----	--------	----------

Alertness (+2 Listen, +2 Spot)		
Track (Racial Bonus Feat)		
+4 Racial bonus to Jump checks		
+4 Racial bonus to Survival, but only		
when tracking by Scent		
Low-Light Vision (X2)		
Scent		
Christmas's breed is German Shepherd.		
· · · · · ·		

Skills [Auto Fill | Update CC | Clear]

N

Max Rank 5 / 2.5

Skill Name	Key Ab	CS	Skill Mod		Ab Mod		Rank		Misc Mod	ACF
Appraise		1	-4	=	-4	+	0	+	0	0
Balance	Dex		2	=	2	+	0	+	0	0
Bluff	Cha	~	-2	=	-2	+	0	+	0	0
Climb	Str	~	1	=	2	+	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	✓	1	=	2	+	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	=	2	+	0	+	0	0
Intimidate	Cha	✓.	-2	_ =	-2	+	0	+	0	0
Jump	Str	✓.	8	=	2	+	2	+	4	0
Knowledge (1)	Int	1	-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	✓	5	_ =	1	+	2	+ -	2	0
Move Silently	Dex	1	2	_ =	2	- +	0	+ -	0	0
Open Lock	Dex	✓	2	=	2	+	0	+	0	0
Perform ()		✓	0	_ =	0	+	0	+ -	0	0
Profession ()		✓	0	_ =	0	+	0	+ -	0	0
Ride	Dex	1	1	_ =	2	+	0	+ -	0	-1
Search	Int	1	-4	=	-4	+	0	_ + _	0	0
Sense Motive	Wis	1	1	=	1	+	0	_ + _	0	0
Sleight of Hand	Dex	1	2	=	2	+	0	_ + _	0	0
Spellcraft	Int	1	-4	=	-4	+	0	_ + _	0	0
Spot	Wis	1	5	=	1	+	2	- + -	2	0
Survival	Wis	✓	5	_ =	1	- +	0	- + -	4*	0
Swim	Str	✓	2	_ =	2	- +	1	+	0	-1
Tumble	Dex	✓	2	_ =	2	- +	0	+	0	0
Use Magic Device	Cha		-2	_ =	-2	- +	0	+	0	0
Use Rope	Dex	✓	2	_ =	2	- +	0	- + -	0	0
				_ =		- +		- + -		
				_ =		- +		- + -		
				_ =		+		- + -		
				_ =		- +		- + -		
				_ =		- +		- + -		
				_ =		- +		- + -		
				_ =		- +		- + -		
				_ =		- +		- + -		
				_ =		- +		- + -		
				_ =		- +		- + -		
				_ =		- +		+		
				=		+		- + -		
		Π.		=		+		+		

Other Possessions

Other Possessions		
Item	Weight (lbs)	Loc
Leash, Animal, Medium (Rob's World item)	1	Saddle
Dog Collar (Rob's World Item)	0.1	Neck
Saddle, Pack (Rob's World Item)	15	Worn
Saddle Pack allows comfortable carrying of any reasonable items,		
up to max load.		
up to maxibad.		
Total Weight:	36.1	

Currency

Languages