

CHARACTER NAME		PLAYER		ALIGNMENT	DEITY	POINTS
Druid9	36000	Half-Elf	Medium / 5.0 ft.	5' 2"	156 lbs.	Low-Light, Normal
CLASS	EXPERIENCE	RACE	SIZE / FACE	HEIGHT	WEIGHT	VISION
9	45000	33		Silver	White, Bob	0
LEVEL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	TURNS/DAY

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR Strength	14	+2	14	+2			HP Hit Points	90		Walk 20'
DEX Dexterity	14	+2	16	+3			AC Armour Class	21	= 18 : 13 : 10 + 8 + 0 + 3 + 0 + 0 + 0	
CON Constitution	14	+2	14	+2			TOTAL	FLAT	TOUCH	BASE
INT Intelligence	14	+2	14	+2			ARMOR BONUS		SHIELD BONUS	STAT BONUS
WIS Wisdom	18	+4	18	+4			SIZE BONUS		NATURAL ARMOR	MISC BONUS
CHA Charisma	10	+0	10	+0			MISS CHANCE		ARCANE FAILURE	ARMOR CHECK
							MAX DEX			SPELL RESIST.

INITIATIVE Modifier	3	=	3	+	0
TOTAL	DEX MODIFIER	MISC MODIFIER			

SKILLS

MAX RANKS

12/6

BASE ATTACK

Bonus

+6/+1

SAVING THROWS	TOTAL	BASE	STAT	MAGIC	EPIC	MISC	TEMPORARY	CONDITIONAL MODIFIERS
Fortitude Constitution	+8	= +6	+ +2	+ +0	+ +0	+ +0		
Reflex Dexterity	+6	= +3	+ +3	+ +0	+ +0	+ +0		
Willpower Wisdom	+10	= +6	+ +4	+ +0	+ +0	+ +0		

TOTAL	BASE ATTACK	STAT	SIZE	EPIC	MISC	TEMPORARY
Melee ATTACK BONUS	+8/+3	= +6/+1	+ 2	+ 0	+ 0	+ 0
Ranged ATTACK BONUS	+9/+4	= +6/+1	+ 3	+ 0	+ 0	+ 0
Grapple ATTACK BONUS	+8/+3	= +6/+1	+ 2	+ 0	+ 0	+ 0

UNARMED

TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+4/-1	1d3+2	20/x2
DAMAGE	CRITICAL	HAND

WEAPON

+ATTACK BONUS

Masterwork Scimitar	+9/+4	1d6+2	18-20/x2	C	0'	S	M
		Masterwork, Steel					

*Repeating Heavy Crossbow +2	+11/+6	1d10+2	19-20/x2	B	120'	P	M
		Masterwork, Wood					

ARMOR

*Dragonhide Breastplate +3

TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
Medium	+8	+3	-3	25
Dragonhide, Steel				

SHIELD

TYPE	AC	CHECK	SPELL FAILURE
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ITEMS

AC

AMMUNITION

Repeating Crossbow Bolts (5) (4)

SKILL NAME	ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Appraise	INT	2	= 2	+ 0	+ 0
Balance	DEX	0	= 3	+ 0	+ -3
Bluff	CHA	0	= 0	+ 0	+ 0
Climb	STR	0	= 2	+ 1	+ -3
Concentration	CON	7	= 2	+ 5	+ 0
Diplomacy	CHA	7	= 0	+ 5	+ 2
Disguise	CHA	0	= 0	+ 0	+ 0
Escape Artist	DEX	0	= 3	+ 0	+ -3
Forgery	INT	2	= 2	+ 0	+ 0
Gather Information	CHA	2	= 0	+ 0	+ 2
Handle Animal	CHA	12	= 0	+ 12	+ 0
Heal	WIS	5	= 4	+ 1	+ 0
Hide	DEX	1	= 3	+ 1	+ -3
Intimidate	CHA	0	= 0	+ 0	+ 0
Jump	STR	-7	= 2	+ 0	+ -9
Knowledge (Geography)	INT	4	= 2	+ 2	+ 0
Knowledge (Nature)	INT	14	= 2	+ 10	+ 2
Listen	WIS	8	= 4	+ 3	+ 1
Move Silently	DEX	1	= 3	+ 1	+ -3
Ride	DEX	17	= 3	+ 12	+ 2
Search	INT	3	= 2	+ 0	+ 1
Sense Motive	WIS	4	= 4	+ 0	+ 0
Spellcraft	INT	7	= 2	+ 5	+ 0
Spot	WIS	8	= 4	+ 3	+ 1
Survival	WIS	6	= 4	+ 0	+ 2
Swim	STR	0	= 2	+ 4	+ -6
Tumble	DEX	1	= 3	+ 1	+ -3
Use Rope	DEX	3	= 3	+ 0	+ 0
= Useable Untrained					

EQUIPMENT

ITEM	LOCATION	QTY	WT.	GP COST	ITEM	LOCATION	QTY	WT.	GP COST
Backpack	Equipped	1	2	2	Holly and Mistletoe	Equipped	1	0	0
Spell Component Pouch	Equipped	1	3	5	Masterwork Scimitar	Carried	1	4	315
Repeating Crossbow Bolts (5) (Steel, Wood)	Backpack	2	1	1	Meat (Chunk)	Sack	2	0.5	0.3
Repeating Crossbow Bolts (5) (Steel, Wood)	Carried	1	1	1	Mirror (Small/Steel)	Belt Pouch	1	0.5	10
Repeating Crossbow Bolts (5) (Steel, Wood)	Repeating Heavy Crossbow +2	1	1	1	Explorer's Outfit	Equipped	1	8	0
Dragonhide Breastplate +3 (Dragonhide, Steel)	Equipped	1	30	9700	Belt Pouch	Equipped	1	0.5	1
Flint and Steel	Belt Pouch	1	0	1	Repeating Heavy Crossbow +2 (Masterwork, Wood)	Equipped	1	12	8700
Gloves of Dexterity +2 (Add to the wearers Dexterity score in the form of an enhancement bonus of +2)	Equipped	1	0.01	4000	Sack	Backpack	1	0.5	0.1
TOTAL WEIGHT CARRIED/VALUE						57.51 lbs.	36752.3 gp		

WEIGHT ALLOWANCE

Light	58	Medium	116	Heavy	175
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MONEY

SPECIAL ABILITIES

+2 racial saving throw bonus against enchantment spells or effects, Animal Companion (Ex) ~ Effective Level 3, Elven Blood, Immunity to magic sleep effects, Nature Sense (Ex), Resist Nature's Lure (Ex) ~ +4 to save vs. fey abilities, Spontaneous Casting ~ May channel stored spell energy into summoning spells not prepared in advance, Trackless Step (Ex) ~ Cannot be tracked in natural surroundings, Venom Immunity (Ex) ~ Immune to all poisons, Wild Empathy (Ex) ~ +11, Wildshape (Su) ~ (Large) 9 hours 3/day, Woodland Stride (Ex) ~ May move through undergrowth at normal speed without taking damage

TEMPLATES

Animal Companion Upgrade (CL-6), Saddle on Mount

PROFICIENCIES

Club, Crossbow (Repeating Heavy), Dagger, Dart, Quarterstaff, Scimitar, Shieldbash (Heavy), Shieldbash (Light), Shortsphear, Sickle, Sling, Spear

LANGUAGES

Common, Druidic, Elven, Gnomish, Literacy, Sylvan

FEATS

NAME	DESCRIPTION
Armor Proficiency (Light)	You are proficient with light armor
Armor Proficiency (Medium)	You are proficient with medium armor
Exotic Weapon Proficiency	You are proficient with the selected exotic weapon
Natural Spell	You can cast spells while in a wild shape
Point Blank Shot	You are skilled at making well-placed shots with ranged weapons at close range
Rapid Shot	You can use ranged weapons with exceptional speed
Shield Proficiency	You are proficient with bucklers, small shields, and large shields

SPELLS

Druid	0	1	2	3	4	5	6	7	8	9
Per Day	6	5	5	4	3	1	0	0	0	0
0: Create Water (DC:14) Flare (DC:14) Mending (DC:14) Virtue (DC:14)	Cure Minor Wounds (DC:14) Guidance (DC:14) Purify Food and Drink (DC:14)	Detect Magic (DC:14) Know Direction (DC:14) Read Magic (DC:14)	Detect Poison (DC:14) Light (DC:14) Resistance (DC:14)							
1: Calm Animals (DC:15) Detect Snares and Pits (DC:15) Goodberry (DC:15) Magic Fang (DC:15) Produce Flame (DC:15)	Charm Animal (DC:15) Endure Elements (DC:15) Hide from Animals (DC:15) Magic Stone (DC:15) Shillelagh (DC:15)	Cure Light Wounds (DC:15) Entangle (DC:15) Jump (DC:15) Obscuring Mist (DC:15) Speak with Animals (DC:11)	Detect Animals or Plants (DC:15) Faerie Fire (DC:15) Longstrider (DC:15) Pass without Trace (DC:15) Summon Nature's Ally I (DC:15)							
2: Animal Messenger (DC:16) Bull's Strength (DC:16) Fire Trap (DC:16) Gust of Wind (DC:16) Reduce Animal (DC:16) Spider Climb (DC:16) Warp Wood (DC:16)	Animal Trance (DC:16) Cat's Grace (DC:16) Flame Blade (DC:16) Heat Metal (DC:16) Resist Energy (DC:16) Summon Nature's Ally II (DC:16) Wood Shape (DC:16)	Barkskin (DC:16) Chill Metal (DC:16) Flaming Sphere (DC:16) Hold Animal (DC:16) Lesser Restoration (DC:16) Summon Swarm (DC:16)	Bear's Endurance (DC:16) Delay Poison (DC:16) Fog Cloud (DC:16) Owl's Wisdom (DC:16) Soften Earth and Stone (DC:16) Tree Shape (DC:16)							
3: Call Lightning (DC:17) Dominate Animal (DC:17) Plant Growth (DC:17) Remove Disease (DC:17) Spike Growth (DC:17) Wind Wall (DC:17)	Cure Moderate Wounds (DC:17) Greater Magic Fang (DC:17) Poison (DC:17) Sleet Storm (DC:17) Stone Shape (DC:17)	Daylight (DC:17) Meld into Stone (DC:17) Protection from Energy (DC:17) Snare (DC:17) Summon Nature's Ally III (DC:17)	Diminish Plants (DC:17) Neutralize Poison (DC:17) Quench (DC:17) Speak with Plants (DC:17) Water Breathing (DC:17)							
4: Air Walk (DC:18) Control Water (DC:18) Freedom of Movement (DC:18) Repel Vermin (DC:18) Summon Nature's Ally IV (DC:18)	Antiplant Shell (DC:18) Cure Serious Wounds (DC:18) Giant Vermin (DC:18) Rusting Grasp (DC:18)	Blight (DC:18) Dispel Magic (DC:18) Ice Storm (DC:18) Scrying (DC:18)	Command Plants (DC:18) Flame Strike (DC:18) Reincarnate (DC:18) Spike Stones (DC:18)							
5: Animal Growth (DC:19) Call Lightning Storm (DC:19) Death Ward (DC:19) Summon Nature's Ally V (DC:19) Wall of Fire (DC:19)	Atonement (DC:19) Commune with Nature (DC:19) Hallow (DC:19) Transmute Mud to Rock (DC:19) Wall of Thorns (DC:19)	Awaken (DC:19) Control Winds (DC:19) Insect Plague (DC:19) Transmute Rock to Mud (DC:19)	Baleful Polymorph (DC:19) Cure Critical Wounds (DC:19) Stoneskin (DC:19) Tree Stride (DC:19)							

* = Domain/Specialty Spell

Haron, Animal Companion

CHARACTER NAME		PLAYER		ALIGNMENT	DEITY	POINTS
Animal8		Tiger		Large / 10.0 ft.	3' 10"	507 lbs.
CLASS		EXPERIENCE		RACE	SIZE / FACE	HEIGHT
10		55000		7	Female	Gold
LEVEL		NEXT LEVEL		AGE	GENDER	EYES
						HAIR
						TURN/DAY

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR Strength	24	+7	24	+7			HP Hit Points	88		Walk 40'
DEX Dexterity	16	+3	16	+3			AC Armour Class	23	= 20 : 12 : 10 + 6 + 0 + 3 + -1 + 5 + 0	
CON Constitution	17	+3	17	+3			TOTAL	FLAT	TOUCH	BASE
INT Intelligence	2	-4	2	-4			INITIATIVE	3	= 3 + 0	DEX MODIFIER
WIS Wisdom	12	+1	12	+1			TOTAL	FLAT	TOUCH	BASE
CHA Charisma	6	-2	6	-2			BASE ATTACK	Bonus	+6/+1	
SAVING THROWS										
Fortitude Constitution	+9	=	+6	+	+3	+	MAGIC	+0	+	+0
Reflex Dexterity	+9	=	+6	+	+3	+	MAGIC	+0	+	+0
Willpower Wisdom	+3	=	+2	+	+1	+	MAGIC	+0	+	+0
Melee ATTACK BONUS	+12/+7	=	+6/+1	+	7	+	SIZE	-1	+	0
Ranged ATTACK BONUS	+8/+3	=	+6/+1	+	3	+	SIZE	-1	+	0
Grapple ATTACK BONUS	+17/+12	=	+6/+1	+	7	+	SIZE	4	+	0
UNARMED										
WEAPON										
*Claw										
*Bite										
ARMOR										
*Large Mithral Chain Shirt Barding +2										
ITEMS										

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR Strength	24	+7	24	+7			HP Hit Points	88		Walk 40'
DEX Dexterity	16	+3	16	+3			AC Armour Class	23	= 20 : 12 : 10 + 6 + 0 + 3 + -1 + 5 + 0	
CON Constitution	17	+3	17	+3			TOTAL	FLAT	TOUCH	BASE
INT Intelligence	2	-4	2	-4			INITIATIVE	3	= 3 + 0	DEX MODIFIER
WIS Wisdom	12	+1	12	+1			TOTAL	FLAT	TOUCH	BASE
CHA Charisma	6	-2	6	-2			BASE ATTACK	Bonus	+6/+1	
SAVING THROWS										
Fortitude Constitution	+9	=	+6	+	+3	+	MAGIC	+0	+	+0
Reflex Dexterity	+9	=	+6	+	+3	+	MAGIC	+0	+	+0
Willpower Wisdom	+3	=	+2	+	+1	+	MAGIC	+0	+	+0
Melee ATTACK BONUS	+12/+7	=	+6/+1	+	7	+	SIZE	-1	+	0
Ranged ATTACK BONUS	+8/+3	=	+6/+1	+	3	+	SIZE	-1	+	0
Grapple ATTACK BONUS	+17/+12	=	+6/+1	+	7	+	SIZE	4	+	0
UNARMED										
WEAPON										
*Claw										
*Bite										
ARMOR										
*Large Mithral Chain Shirt Barding +2										
ITEMS										

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR Strength	24	+7	24	+7			HP Hit Points	88		Walk 40'
DEX Dexterity	16	+3	16	+3			AC Armour Class	23	= 20 : 12 : 10 + 6 + 0 + 3 + -1 + 5 + 0	
CON Constitution	17	+3	17	+3			TOTAL	FLAT	TOUCH	BASE
INT Intelligence	2	-4	2	-4			INITIATIVE	3	= 3 + 0	DEX MODIFIER
WIS Wisdom	12	+1	12	+1			TOTAL	FLAT	TOUCH	BASE
CHA Charisma	6	-2	6	-2			BASE ATTACK	Bonus	+6/+1	
SAVING THROWS										
Fortitude Constitution	+9	=	+6	+	+3	+	MAGIC	+0	+	+0
Reflex Dexterity	+9	=	+6	+	+3	+	MAGIC	+0	+	+0
Willpower Wisdom	+3	=	+2	+	+1	+	MAGIC	+0	+	+0
Melee ATTACK BONUS	+12/+7	=	+6/+1	+	7	+	SIZE	-1	+	0
Ranged ATTACK BONUS	+8/+3	=	+6/+1	+	3	+	SIZE	-1	+	0
Grapple ATTACK BONUS	+17/+12	=	+6/+1	+	7	+	SIZE	4	+	0
UNARMED										
WEAPON										
*Claw										
*Bite										
ARMOR										
*Large Mithral Chain Shirt Barding +2										
ITEMS										

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR Strength	24	+7	24	+7			HP Hit Points	88		Walk 40'
DEX Dexterity	16	+3	16	+3			AC Armour Class	23	= 20 : 12 : 10 + 6 + 0 + 3 + -1 + 5 + 0	
CON Constitution	17	+3	17	+3			TOTAL	FLAT	TOUCH	BASE
INT Intelligence	2	-4	2	-4			INITIATIVE	3	= 3 + 0	DEX MODIFIER
WIS Wisdom	12	+1	12	+1			TOTAL	FLAT	TOUCH	BASE
CHA Charisma	6	-2	6	-2			BASE ATTACK	Bonus	+6/+1	
SAVING THROWS										
Fortitude Constitution	+9	=	+6	+	+3	+	MAGIC	+0	+	+0
Reflex Dexterity	+9	=	+6	+	+3	+	MAGIC	+0	+	+0
Willpower Wisdom	+3	=	+2	+	+1	+	MAGIC	+0	+	+0
Melee ATTACK BONUS	+12/+7	=	+6/+1	+	7	+	SIZE	-1	+	0
Ranged ATTACK BONUS	+8/+3	=	+6/+1	+	3	+	SIZE	-1	+	0
Grapple ATTACK BONUS	+17/+12	=	+6/+1	+	7	+	SIZE	4	+	0
UNARMED										
WEAPON										
*Claw										
*Bite										
ARMOR										
*Large Mithral Chain Shirt Barding +2										
ITEMS										

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR Strength	24	+7	24	+7			HP Hit Points	88		Walk 40'
DEX Dexterity	16	+3	16	+3			AC Armour Class	23	= 20 : 12 : 10 + 6 + 0 + 3 + -1 + 5 + 0	
CON Constitution	17	+3	17	+3			TOTAL	FLAT	TOUCH	BASE
INT Intelligence	2	-4	2	-4			INITIATIVE	3	= 3 + 0	DEX MODIFIER
WIS Wisdom	12	+1	12	+1			TOTAL	FLAT	TOUCH	BASE
CHA Charisma	6	-2	6	-2			BASE ATTACK	Bonus	+6/+1	
SAVING THROWS										
Fortitude Constitution	+9	=	+6	+	+3	+	MAGIC	+0	+	+0
Reflex Dexterity	+9	=	+6	+	+3	+	MAGIC	+0	+	+0
Willpower Wisdom	+3	=	+2	+	+1	+	MAGIC	+0	+	+0
Melee ATTACK BONUS	+12/+7	=	+6/+1	+	7	+	SIZE	-1	+	0
Ranged ATTACK BONUS	+8/+3	=	+6/+1	+	3	+	SIZE	-1	+	0
Grapple ATTACK BONUS	+17/+12	=	+6/+1	+	7	+	SIZE	4	+	0
UNARMED										
WEAPON										
*Claw										
*Bite										
ARMOR										
*Large Mithral Chain Shirt Barding +2										
ITEMS										

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR Strength	24	+7	24	+7			HP Hit Points	88		Walk 40'
DEX Dexterity	16	+3	16	+3			AC Armour Class	23	= 20 : 12 : 10 + 6 + 0 + 3 + -1 + 5 + 0	
CON Constitution	17	+3	17	+3			TOTAL	FLAT	TOUCH	BASE
INT Intelligence	2	-4	2	-4			INITIATIVE	3	= 3 + 0	DEX MODIFIER
WIS Wisdom	12	+1	12	+1			TOTAL	FLAT	TOUCH	BASE
CHA Charisma	6	-2	6	-2			BASE ATTACK	Bonus	+6/+1	
SAVING THROWS										
Fortitude Constitution	+9	=	+6	+	+3	+	MAGIC	+0	+	+0
Reflex Dexterity	+9	=	+6	+	+3	+	MAGIC	+0	+	+0
Willpower Wisdom	+3	=	+2	+	+1	+	MAGIC	+0	+	+0
Melee ATTACK BONUS	+12/+7	=	+6/+1	+	7	+	SIZE	-1	+	0
Ranged ATTACK BONUS	+8/+3	=	+6/+1	+	3	+	SIZE	-1	+	0
Grapple ATTACK BONUS	+17/+12	=	+6/+1	+	7	+	SIZE	4	+	0
UNARMED										
WEAPON										
*Claw										
*Bite										
ARMOR										
*Large Mithral Chain Shirt Barding +2										
ITEMS										

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR Strength	24	+7	24	+7			HP Hit Points	88		Walk 40'
DEX Dexterity	16	+3	16	+3			AC Armour Class	23	= 20 : 12 : 10 + 6 + 0 + 3 + -1 + 5 + 0	
CON Constitution	17	+3	17	+3			TOTAL	FLAT	TOUCH	BASE
INT Intelligence	2	-4	2	-4			INITIATIVE	3	= 3 + 0	DEX MODIFIER
WIS Wisdom	12	+1	12	+1			TOTAL	FLAT	TOUCH	BASE</

Gar, Mount

CHARACTER NAME		PLAYER		ALIGNMENT	DEITY	POINTS
Animal6	0	Tiger	Large / 10.0 ft.	3' 8"	489 lbs.	Low-light, Normal
CLASS	EXPERIENCE	RACE	SIZE / FACE	HEIGHT	WEIGHT	VISION
6	21000	6	Male	Gold	Gold & Black Stripes, Short Fur	0
LEVEL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	TURNS/DAY

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR Strength	23	+6	23	+6			HP Hit Points	66		Walk 40'
DEX Dexterity	15	+2	15	+2			AC Armour Class	20	= 18 : 11 : 10 + 6 + 0 + 2 + -1 + 3 + 0	10 +0 6 0
CON Constitution	17	+3	17	+3			TOTAL	FLAT	TOUCH	BASE
INT Intelligence	2	-4	2	-4			INITIATIVE	2	= 2 + 0	DEX MODIFIER
WIS Wisdom	12	+1	12	+1			TOTAL	FLAT	TOUCH	MISC MODIFIER
CHA Charisma	6	-2	6	-2			BASE ATTACK	Bonus	+4	

SAVING THROWS	TOTAL	BASE	STAT	MAGIC	EPIC	MISC	TEMPORARY	CONDITIONAL MODIFIERS
Fortitude Constitution	+8	= +5	+ +3	+ +0	+ +0	+ +0		
Reflex Dexterity	+7	= +5	+ +2	+ +0	+ +0	+ +0		
Willpower Wisdom	+3	= +2	+ +1	+ +0	+ +0	+ +0		
Melee ATTACK BONUS	+9	= +4	+ 6	+ -1	+ 0	+ 0		
Ranged ATTACK BONUS	+5	= +4	+ 2	+ -1	+ 0	+ 0		
Grapple ATTACK BONUS	+14	= +4	+ 6	+ 4	+ 0	+ 0		

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+5	1d4+6	20/x2

WEAPON	+ATTACK BONUS	DAMAGE	CRITICAL	HAND	RANGE	TYPE	SIZE
*Claw	+9/+9	1d8+6	20/x2	P	0'	PS	L
*Bite	+4	2d6+3	20/x2	O	0'	BPS	L

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Large Mithral Chain Shirt Barding +2	Light	+6	+6	+0	10
Mithral (Light), Steel					

ITEMS	AC
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SKILLS			MAX RANKS		9/4.5	
SKILL NAME	ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
Appraise	INT	-4	= -4	+ 0	+	0
Balance	DEX	6	= 2	+ 0	+	4
Bluff	CHA	-2	= -2	+ 0	+	0
Climb	STR	6	= 6	+ 0	+	0
Concentration	CON	3	= 3	+ 0	+	0
Diplomacy	CHA	-2	= -2	+ 0	+	0
Disguise	CHA	-2	= -2	+ 0	+	0
Escape Artist	DEX	2	= 2	+ 0	+	0
Forgery	INT	-4	= -4	+ 0	+	0
Gather Information	CHA	-2	= -2	+ 0	+	0
Heal	WIS	1	= 1	+ 0	+	0
Hide	DEX	3	= 2	+ 1	+	0
Intimidate	CHA	-2	= -2	+ 0	+	0
Jump	STR	10	= 6	+ 0	+	4
Listen	WIS	3	= 1	+ 0	+	2
Move Silently	DEX	9	= 2	+ 3	+	4
Ride	DEX	-3	= 2	+ 0	+	-5
Search	INT	-4	= -4	+ 0	+	0
Sense Motive	WIS	1	= 1	+ 0	+	0
Spot	WIS	3	= 1	+ 0	+	2
Survival	WIS	1	= 1	+ 0	+	0
Swim	STR	11	= 6	+ 5	+	0
Use Rope	DEX	2	= 2	+ 0	+	0
= Useable Untrained						

EQUIPMENT

ITEM	LOCATION	QTY	WT.	GP COST	ITEM	LOCATION	QTY	WT.	GP COST
Repeating Crossbow Bolts (5)	Saddlebags	4	1	1	Silk Rope (50')	Saddlebags	1	5	10
Crowbar	Saddlebags	1	5	2	Sack	Saddlebags	1	0.5	0.1
Hammer	Saddlebags	1	2	0.5	Exotic Riding Saddle	Equipped	1	30	30
Healer's Kit	Saddlebags	1	1	50	Saddlebags	Equipped	1	8	4
Large Mithral Chain Shirt Barding +2	Equipped	1	25	5400	Sunrod	Saddlebags	1	1	2
Meat (Chunk)	Sack	4	0.5	0.3	Claw	Equipped	1	0	0
Miner's Pick	Saddlebags	1	10	3	Bite	Equipped	1	0	0
TOTAL WEIGHT CARRIED/VALUE						93.5 lbs.	5506.8 gp		

WEIGHT ALLOWANCE

Light	600	Medium	1200	Heavy	1800
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FEATS

Alertness, Improved Natural Attack (Bite, Claw)

MONEY

SPECIAL ABILITIES

Improved Grab (Ex), Pounce (Ex), Rake (Ex), Scent (Ex)
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PROFICIENCIES

Bite, Claw

TRICKS KNOWN

Attack, Come, Down, Heel, Stay, Track

LANGUAGES

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