

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	14	+2	14	+2		
DEX Dexterity	20	+5	22	+6		
CON Constitution	14	+2	14	+2		
INT Intelligence	12	+1	12	+1		
WIS Wisdom	14	+2	14	+2		

HP
Hit Points

AC
Armour Class

INITIATIVE
Modifier

WOUNDS/CURRENT HP SUBDUAL DAMAGE DAMAGE REDUCTION SPEED

90 [] [] Walk 30'

TOTAL FLAT TOUCH BASE ARMOR BONUS SHIELD BONUS STAT BONUS SIZE BONUS NATURAL ARMOR MISC BONUS MISS CHANCE ARCANES FAILURE ARMOR CHECK MAX DEX SPELL RESIST.

25 = 19 : 17 : 10 + 6 + 2 + 6 + 0 + 0 + 1 [] 15 +0 6 0

TOTAL DEX MODIFIER MISC MODIFIER

6 = 6 + 0

SKILLS

SKILL	ABILITY	BONUS
Acrobatics	DEX	+6
Animal Handling	WIS	+2
Arcana	INT	+1
Bluff	CHA	+2
Climbing	STR	+2
Deception	CHA	+2
Diplomacy	CHA	+2
Disguise	CHA	+2
Endurance	CON	+2
Engineering	INT	+1
Escape Artist	DEX	+6
Healing	MED	+2
Hiding	DEX	+6
Intimidation	CHA	+2
Lathering	WIS	+2
Leadership	CHA	+2
Navigation	WIS	+2
Pilot	CON	+2
Ride	DEX	+6
Sailing	WIS	+2
Sleight of Hand	DEX	+6
Spellcraft	INT	+1
Stealth	DEX	+6
Survival	WIS	+2
Tactics	INT	+1
Thievery	DEX	+6
Veteran's Instincts	CON	+2
Weapon Proficiency	STR	+2

MAX RANKS

SKILL	ABILITY	BONUS
Acrobatics	DEX	+6
Animal Handling	WIS	+2
Arcana	INT	+1
Bluff	CHA	+2
Climbing	STR	+2
Deception	CHA	+2
Diplomacy	CHA	+2
Disguise	CHA	+2
Endurance	CON	+2
Engineering	INT	+1
Escape Artist	DEX	+6
Healing	MED	+2
Hiding	DEX	+6
Intimidation	CHA	+2
Lathering	WIS	+2
Leadership	CHA	+2
Navigation	WIS	+2
Pilot	CON	+2
Ride	DEX	+6
Sailing	WIS	+2
Sleight of Hand	DEX	+6
Spellcraft	INT	+1
Stealth	DEX	+6
Survival	WIS	+2
Tactics	INT	+1
Thievery	DEX	+6
Veteran's Instincts	CON	+2
Weapon Proficiency	STR	+2

	BASE ATTACK							+9/+4
CHA Charisma	8	-1	8	-1				
SAVING THROWS	TOTAL	BASE	STAT	MAGIC	EPIC	MISC	TEMPORARY	CONDITIONAL MODIFIERS
Fortitude Constitution	+8	= +6	+ +2	+ +0	+ +0	+ +0		
Reflex Dexterity	+12	= +6	+ +6	+ +0	+ +0	+ +0		
Willpower Wisdom	+5	= +3	+ +2	+ +0	+ +0	+ +0		
	TOTAL	BASE ATTACK	STAT	SIZE	EPIC	MISC	TEMPORARY	
Melee ATTACK BONUS	+11/+6	= +9/+4	+ 2	+ 0	+ 0	+ 0		
Ranged ATTACK BONUS	+15/+10	= +9/+4	+ 6	+ 0	+ 0	+ 0		
Grapple ATTACK BONUS	+11/+6	= +9/+4	+ 2	+ 0	+ 0	+ 0		

WEAPON	ATTACK BONUS	TOTAL ATTACK BONUS		DAMAGE		CRITICAL			
		DAMAGE	CRITICAL	DAMAGE	CRITICAL	HAND	RANGE	TYPE	SIZE
UNARMED		+11/+6		1d3+2				20/x2	

WEAPON	+ATTACK BONUS	DAMAGE	CRITICAL	HAND	RANGE	TYPE	SIZE
Masterwork Longsword	+12/+7	1d8+2	19-20/x2	C	0'	S	M
		Masterwork, Steel					

***Shocking, Seeking, Composite +2 Longbow +1**
+17/+12 1d8+3 20/x3 B 110' P M
 (Longbow (Composite/+1 (Weapon)/Seeking/Shock/Mighty Bow (+2)/Masterwork)), Masterwork, Wood, Seeking, Shock, Mighty Bow

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

SHIELD	TYPE	AC	CHECK	SPELL FAILURE
*Darkwood Buckler +1	Shield	+2	+0	5
	Darkwood, Steel			

ITEMS	AC
*Ring of Protection +1	+1
Grants +1 deflection bonus to AC	

AMMUNITION

Arrows (20) (4)

EQUIPMENT

ITEM	LOCATION	QTY	WT.	GP COST	ITEM	LOCATION	QTY	WT.	GP COST
Arrows (20) (Steel, Wood)	Backpack	3	3	1	Meat (Chunk)	Sack	2	0.5	0.3
Arrows (20) (Steel, Wood)	Carried	1	3	1	Mirror (Small/Steel)	Belt Pouch	1	0.5	10
Ring of Protection +1 (Grants +1 deflection bonus to AC)	Equipped	1	0.01	2000	Mithral Chain Shirt +2 (Mithral (Light), Steel)	Equipped	1	12.5	5100
Backpack	Equipped	1	2	2	Explorer's Outfit	Equipped	1	8	0
Darkwood Buckler +1 (Darkwood, Steel)	Equipped	1	2.5	1215	Belt Pouch	Equipped	1	0.5	1
Flint and Steel	Belt Pouch	1	0	1	Silk Rope (50')	Backpack	1	5	10
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
Holly and Mistletoe	Equipped	1	0	0	Shocking, Seeking, Composite +2 Longbow +1 (Longbow (Composite/+1 (Weapon)/Seeking/Shock/Mighty Bow (+2)/Masterwork)), Masterwork, Wood, Seeking, Shock, Mighty Bow)	Equipped	1	3	18600
Masterwork Longsword (Masterwork, Steel)	Carried	1	4	315	Spell Component Pouch	Equipped	1	3	5
TOTAL WEIGHT CARRIED/VALUE						46.52 lbs.	36496.5 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, An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it, Animal Companion (Ex) ~ Effective Level 1, Combat Style (Ex) ~ Archery, Evasion (Ex) ~ No damage instead of half damage on successful save, Favored Enemy (Humanoid (Goblinoid)) +2, Favored Enemy (Outsider (Evil)) +4, Immunity to magic sleep effects, Improved Combat Style (Ex) ~ Archery, Swift Tracker (Ex) ~ Moves at normal speed while tracking, Wild Empathy (Ex) ~ +10, Woodland Stride (Ex) ~ May move through undergrowth at normal speed without taking damage

TEMPLATES

Animal Companion Upgrade (CL-3)

PROFICIENCIES

Axe (Throwing), Battleaxe, Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Katana (Martial), Kukri, Kusari-gama, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranged Spell, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spiked Armor, Sword (Bastard/Martial), Sword (Short), Touch Spell, Trident, Unarmed Strike, Wakizashi, Waraxe (Dwarven/Martial), Warhammer

LANGUAGES

Common, Elven, Literacy, Sylvan

FEATS

NAME	DESCRIPTION
Armor Proficiency (Light)	You are proficient with light armor
Endurance	You are capable of amazing feats of stamina
Manyshot	You can fire multiple arrows simultaneously against a nearby target
Martial Weapon Proficiency	You understand how to use the chosen martial weapon in combat
Mounted Combat	You are skilled in mounted combat
Point Blank Shot	You are skilled at making well-placed shots with ranged weapons at close range
Precise Shot	You are skilled at timing and aiming ranged attacks
Rapid Shot	You can use ranged weapons with exceptional speed
Shield Proficiency	You are proficient with bucklers, small shields, and large shields
Simple Weapon Proficiency	You understand how to use all types of simple weapons in combat
Track	You can follow the trails of creatures and characters across most types of terrain
Weapon Focus (Longbow)	You are especially good at using the chosen weapon

SPELLS

Ranger Per Day	0	1	2	3	4
	0	2	1	0	0
1: Alarm (DC:13)	Animal Messenger (DC:13)	Calm Animals (DC:13)	Charm Animal (DC:13)		
Delay Poison (DC:13)	Detect Animals or Plants (DC:13)	Detect Poison (DC:13)	Detect Snares and Pits (DC:13)		
Endure Elements (DC:13)	Entangle (DC:13)	Hide from Animals (DC:13)	Jump (DC:13)		
Longstrider (DC:13)	Magic Fang (DC:13)	Pass without Trace (DC:13)	Read Magic (DC:13)		
Resist Energy (DC:13)	Speak with Animals (DC:13)	Summon Nature's Ally I (DC:13)			
2: Barkskin (DC:14)	Cat's Grace (DC:14)	Cure Light Wounds (DC:14)	Hold Animal (DC:14)		
Owl's Wisdom (DC:14)	Protection from Energy (DC:14)	Snare (DC:14)	Speak with Plants (DC:14)		
Spike Growth (DC:14)	Summon Nature's Ally II (DC:14)	Wind Wall (DC:14)			

* = Domain/Specialty Spell

Snarl, Animal Companion

CHARACTER NAME		PLAYER		True Neutral	None	14
Animal3		Leopard		Medium / 5.0 ft.	2' 0"	Low-light, Normal
CLASS	EXPERIENCE	RACE	SIZE / FACE	HEIGHT	WEIGHT	VISION
3	6000	3	Male	Black	Gold with Black Spots, Short Fur	0
LEVEL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	URNS/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	16	+3	16	+3			HP Hit Points	30					Walk 40', Climb 20'																		
DEX Dexterity	19	+4	19	+4			AC Armour Class	21	=	17	:	14	:	10	+	6	+	0	+	4	+	0	+	1	+	0		10	+0	6	0
CON Constitution	15	+2	15	+2				TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT BONUS	SIZE BONUS	NATURAL ARMOR	MISC BONUS	MISS CHANCE	ARCANE FAILURE	ARMOR CHECK	MAX DEX	SPELL RESIST.									
INT Intelligence	2	-4	2	-4			INITIATIVE Modifier	4	=	4	+	0	SKILLS												MAX RANKS 6/3						
WIS Wisdom	12	+1	12	+1			TOTAL	DEX MODIFIER	MISC MODIFIER																						

BASE ATTACK										+2	
Bonus											
SAVING THROWS											
Fortitude											
Constitution											
Reflex											
Dexterity											
Willpower											
Wisdom											
TOTAL											
BASE ATTACK											
STAT											
MAGIC											
EPIC											
MISC											
TEMPORARY											
CONDITIONAL MODIFIERS											

WEAPON		DAMAGE		CRITICAL	HAND	RANGE	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Bite		1d6+3		20/x2	P	0'	BPS	M			
*Claw		1d3+1		20/x2	O	0'	PS	M			
ARMOR		TYPE		AC	MAXDEX	CHECK	SPELL FAILURE				
*Mithral Chain Shirt Barding +2		Light		+6	+6	+0	10				
		Mithral (Light), Steel									
ITEMS				AC							

EQUIPMENT					EQUIPMENT				
ITEM	LOCATION	QTY	WT.	GP COST	ITEM	LOCATION	QTY	WT.	GP COST
Sack	Exotic Pack Saddle	1	0.5	0.1	Hammer	Exotic Pack Saddle	1	2	0.5
Bite	Equipped	1	0	0	Meat (Chunk)	Sack	4	0.5	0.3
Claw	Equipped	1	0	0	Mithral Chain Shirt Barding +2	Equipped	1	12.5	5200
Crowbar	Exotic Pack Saddle	1	5	2	(Mithral (Light), Steel)				
Exotic Pack Saddle	Equipped	1	20	15	Miner's Pick	Exotic Pack Saddle	1	10	3
Grappling Hook	Exotic Pack Saddle	1	4	1	Silk Rope (50')	Exotic Pack Saddle	1	5	10
TOTAL WEIGHT CARRIED/VALUE							61 lbs.		5232.8 gp

WEIGHT ALLOWANCE					PROFICIENCIES					
Light	115	Medium	230	Heavy	345	Bite, Claw				
FEATS					TRICKS KNOWN					
Alertness, Weapon Finesse					Attack, Come, Down, Heel, Seek, Stay, Track					
MONEY					LANGUAGES					
SPECIAL ABILITIES										
Improved Grab (Ex), Pounce (Ex), Rake (Ex), Scent (Ex)										