

Lupus
 CHARACTER: Worg Medium Female
 RACE & LA: 4 Neutral Evil Erecura
 AGE: 4 Neutral Evil Erecura
 LANGUAGES: Common, Goblin

Mount of Cognoscens Retrorsum, Nilbog Cavalier
 PLAYER: 3' tall 300 lbs gray red -
 HEIGHT WEIGHT HAIR EYES SKIN
 Loric Fells, River Kingdoms
 HOMELAND & BACKGROUND OCCUPATION



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	20	5	17	3		
DEX	18	4	15	3		
CON	15	2	13	2		
INT	6	-2	6			
WIS	14	2	14			
CHA	10	0	10			

HITPOINTS			CLASS RECORDER										
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS			
90	80	9	Cavalier's Mount	6	9	10	6	6	3	10			
TOTAL HP			90	FAVORED CLASS	Cavalier's Mount	TOTALS	6	9	10	6	6	3	10

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	20	-10+	0	0	4		6			
TOUCH	14	-10+			4					
FLAT-FOOT	16	-10+	0	0	0		6			

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	8	6	2			
REF	10	6	4			
WILL	5	3	2			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	11	6		5		
RANGED	10	6		4		
CMB	11	6	STR	5		
CMD	25	-10+	B6B	DODGE & DEFLECT 0	STR & DEX 9	



SKILLS					RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC
<input checked="" type="checkbox"/> ACROBATICS	DEX 4		4		
<input type="checkbox"/> APPRAISE	INT -2		-2		
<input type="checkbox"/> BLUFF	CHA 0		0		
<input checked="" type="checkbox"/> CLIMB	STR 9	1	5	3	
<input type="checkbox"/> CRAFT	INT -2		-2		
<input type="checkbox"/> DIPLOMACY	CHA 0		0		
<input type="checkbox"/> DISABLE DEVICE	DEX		4		
<input type="checkbox"/> DISGUISE	CHA 0		0		
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX 4		4		
<input checked="" type="checkbox"/> FLY	DEX 4		4		
<input type="checkbox"/> HANDLE ANIMAL	CHA		0		
<input type="checkbox"/> HEAL	WIS 2		2		
<input checked="" type="checkbox"/> INTIMIDATE	CHA 0		0		
<input type="checkbox"/> KN:	INT -2		-2		
<input type="checkbox"/> KN:	INT -2		-2		
<input type="checkbox"/> KN:	INT -2		-2		
<input type="checkbox"/> KN:	INT -2		-2		
<input type="checkbox"/> KN:	INT -2		-2		
<input type="checkbox"/> KN:	INT -2		-2		
<input type="checkbox"/> KN:	INT -2		-2		
<input type="checkbox"/> LINGUISTICS	INT		-2		
<input checked="" type="checkbox"/> PERCEPTION	WIS 11	3	2	3	3
<input type="checkbox"/> PERFORM	CHA 0		0		
<input type="checkbox"/> PROF:	WIS		2		
<input checked="" type="checkbox"/> RIDE	DEX 4		4		
<input type="checkbox"/> SENSE MOTIVE	WIS 2		2		
<input type="checkbox"/> SLEIGHT OF HAND	DEX		4		
<input type="checkbox"/> SPELLCRAFT	INT		-2		
<input checked="" type="checkbox"/> STEALTH	DEX 10	3	4	3	
<input checked="" type="checkbox"/> SURVIVAL	WIS 6	1	2	3	
<input checked="" type="checkbox"/> SWIM	STR 9	1	5	3	
<input type="checkbox"/> USE MAGIC DEVICE	CHA		0		
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				

FEATS & FEATURES	
CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	
Cavalier's Mount (as Druid's Animal Companion)	Mount Feats (5) & Bonus Tricks (4)
Natural Armor +6 AC; Str/Dex +3	Toughness +hp
Link: Master gains +4 Handle Animal Checks	Run, Skill Focus (Perception)
Combat Trained w/Light Armor Proficiency	Improved Bull Rush - No opportunity attack on bull rush
Evasion - made Reflex saves for 1/2 dam take 0	Endurance - +4 Endurance related checks
Devotion - +4 Will saves vs Enchantment effects	Improved Natural Attack (bite)
Multiattack - second bite attack @ -5 to hit	Valiant Steed +4 vs Fear & Emotion;
	- Rider gains +4 Handle Animal & Ride

MARK A TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS. * SKILL CAN BE USED UNTRAINED * ARMOR CHECK PENALTY APPLIES

EXPERIENCE SLOW MEDIUM FAST 105,000 / 155,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
50					
INIT	4	=	4	DEX MOD	+ MISC MOD
HERO					
SR			DR		
RESISTANCES					
POOL POINTS					

ARMOR & WEAPONS						
ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR						
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
bite	+11	1d6+5	20,x2				+ trip