

Shawpu - animal companion of Sapphire

Ruth

CHARACTER			PLAYER		
Doberman Pincher	small	male	black/tan	black	
RACE & LA	SIZE	GENDER	HAIR	EYES	SKIN
7	lawful dog				
AGE	ALIGNMENT	DEITY	HOMELAND & BACKGROUND OCCUPATION		
LANGUAGES: dog					



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	15	2	13		2	
DEX	19	4	17		2	
CON	15	2	15			
INT	2	-4	2			
WIS	12	1	12			
CHA	6	-2	6			

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
56	56	7	animal companion	5	7		5	5	2	8	
NONLETHAL HP DAM											
TEMPORARY HP											
TOTAL HP	56	FAVORED CLASS	animal companion	TOTALS	5	7	0	5	5	2	8

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	19	-10+	0	0	4	1	4			
TOUCH	15	-10+			4	1				
FLAT-FOOT	14	-10+	0	0	0		4			

SKILLS

	TOTAL	RANKS	ABILITY	TRAINED	MISC
<input checked="" type="checkbox"/> ACROBATICS *	DEX 8	1	4	3	
<input type="checkbox"/> APPRAISE	INT -4		-4		
<input type="checkbox"/> BLUFF	CHA -2		-2		
<input checked="" type="checkbox"/> CLIMB *	STR 6	1	2	3	
<input type="checkbox"/> CRAFT:	INT -4		-4		
<input type="checkbox"/> DIPLOMACY	CHA -2		-2		
<input type="checkbox"/> DISABLE DEVICE *	DEX		4		
<input type="checkbox"/> DISGUISE	CHA -2		-2		
<input type="checkbox"/> ESCAPE ARTIST *	DEX 4		4		
<input checked="" type="checkbox"/> FLY *	DEX 4		4		
<input type="checkbox"/> HANDLE ANIMAL	CHA		-2		
<input type="checkbox"/> HEAL	WIS 1		1		
<input type="checkbox"/> INTIMIDATE	CHA -2		-2		
<input type="checkbox"/> KN:	INT -4		-4		
<input type="checkbox"/> KN:	INT -4		-4		
<input type="checkbox"/> KN:	INT -4		-4		
<input type="checkbox"/> KN:	INT -4		-4		
<input type="checkbox"/> KN:	INT -4		-4		
<input type="checkbox"/> KN:	INT -4		-4		
<input type="checkbox"/> KN:	INT -4		-4		
<input type="checkbox"/> LINGUISTICS	INT		-4		
<input checked="" type="checkbox"/> PERCEPTION	WIS 7	3	1	3	
<input type="checkbox"/> PERFORM:	CHA -2		-2		
<input type="checkbox"/> PROF:	WIS		1		
<input type="checkbox"/> RIDE *	DEX 4		4		
<input type="checkbox"/> SENSE MOTIVE	WIS 1		1		
<input type="checkbox"/> SLEIGHT OF HAND *	DEX		4		
<input type="checkbox"/> SPELLCRAFT	INT		-4		
<input checked="" type="checkbox"/> STEALTH *	DEX 8	1	4	3	
<input type="checkbox"/> SURVIVAL	WIS 1		1		
<input checked="" type="checkbox"/> SWIM *	STR 6	1	2	3	
<input type="checkbox"/> USE MAGIC DEVICE	CHA		-2		
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				

SAVING THROWS						
FORT	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	7	5	2			
REF	9	5	4			
WILL	3	2	1			

COMBAT NOTES & MODIFIERS

Shawpu began life as a white/gray shetland sheep dog.

At level 8, she was transformed into a black/tan doberman.



ATTACKS						
MELEE	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	7	5		2		
RANGED	9	5		4		
CMB	9	5	DEX	4		
CMD	22	-10+	B5B	DODGE & DEFLECT	STA & DEX	6

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

animal companion (PCR-51) HD: d8	Feats
dog (PCR-54)	Improved Initiative +4
lowlight vision	Toughness (extra hp)
scent	Dodge +1 AC
	Improved Natural Attack (bite)
bonus tricks: 3 (see "Handle Animal" PCR-97)	
link (telepathic link)	
evasion: take 0 instead of 1/2 damage with reflex save	
ability score increase +2 Str & Dex	
Natural AC +4 (lv 8)	
Devotion +4 Will save vs enchantment	
bonus tricks (3)	
share spells: cast "you" spells on animal companion	

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 /

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	40				
INIT	8	=	4	DEX MOD	+ 4
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	+7	1d6+2					