

Shawpu - animal companion of Sapphire

Ruth

CHARACTER: Shetland Sheep Dog small male white/gray black

RACE & LA: lawful dog SIZE: small GENDER: male HAIR: white/gray EYES: black SKIN: black

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
<b>STR</b>	15	2	13		2	
<b>DEX</b>	19	4	17		2	
<b>CON</b>	15	2	15			
<b>INT</b>	2	-4	2			
<b>WIS</b>	12	1	12			
<b>CHA</b>	6	-2	6			

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
58	58	8	animal companion	4	6		5	5	2	6	
TOTAL HP			TOTALS		4	6	0	5	5	2	6

ABILITY SCORE & RACIAL NOTES: \_\_\_\_\_

CONDITIONS & MISCELLANEOUS TRACKING: \_\_\_\_\_

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

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	5
<input checked="" type="checkbox"/> ACROBATICS *	DEX	4		4	
<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	
<input type="checkbox"/> KN:	INT			-4	
<input type="checkbox"/> KN:	INT			-4	
<input type="checkbox"/> KN:	INT			-4	
<input type="checkbox"/> KN:	INT			-4	
<input type="checkbox"/> KN:	INT			-4	
<input type="checkbox"/> KN:	INT			-4	
<input type="checkbox"/> LINGUISTICS	INT			-4	
<input checked="" type="checkbox"/> PERCEPTION	WIS	6	2	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				
<input type="checkbox"/>	STR				

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

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
<b>MELEE</b>	6		2			
<b>RANGED</b>	8		4			
<b>CMB</b>	8	4	DEX	4		
<b>CMD</b>	21	-10+	B4B	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
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 6)	
Devotion +4 Will save vs enchantment	
share spells: cast "you" spells on animal companion	

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	+6	1d4+2					

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  \_\_\_\_\_ / \_\_\_\_\_

SPEED	BASE	FLY	SWIM	CLIMB	MISC
40	40				

INIT 8 = 4 DEX MOD + 4 MISC MOD

HERO \_\_\_\_\_

SR \_\_\_\_\_ DR \_\_\_\_\_

RESISTANCES \_\_\_\_\_

POOL POINTS \_\_\_\_\_