

Einstein, Animal Companion of Tyran Deftarrow
 CHARACTER: Wolf medium male
 RACE & LA: Neutral
 AGE: Alignment: Deity: animal
 Chris
 PLAYER: HEIGHT: WEIGHT: HAIR: EYES: SKIN:
 HOMELAND & BACKGROUND OCCUPATION:



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	17	3	15		2	
CON	15	2	15			
INT	2	-4	2			
WIS	12	1	12			
CHA	6	-2	6			

HITPOINTS		
CURRENT HP	HP GAINED	HD
58	58	8
NONLETHAL HP DAM		
TEMPORARY HP		
TOTAL HP	58	FAVORED CLASS

CLASS RECORDER									
CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS		
Animal Companion	4	6		5	5	2	6		
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
AC	20	-10+	0	0	3		1	6		
TOUCH	14	-10+			3		1			
FLAT-FOOT	16	-10+	0	0	0		6			

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	6
<input checked="" type="checkbox"/> ACROBATICS *	DEX	7	1	3	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			3	
<input type="checkbox"/> DISGUISE	CHA	-2		-2	
<input type="checkbox"/> ESCAPE ARTIST *	DEX	3		3	
<input checked="" type="checkbox"/> FLY *	DEX	3		3	
<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	5	1	1	3
<input type="checkbox"/> PERFORM:	CHA	-2		-2	
<input type="checkbox"/> PROF:	WIS			1	
<input type="checkbox"/> RIDE *	DEX	3		3	
<input type="checkbox"/> SENSE MOTIVE	WIS	1		1	
<input type="checkbox"/> SLEIGHT OF HAND *	DEX			3	
<input type="checkbox"/> SPELLCRAFT	INT			-4	
<input checked="" type="checkbox"/> STEALTH *	DEX	9	3	3	3
<input type="checkbox"/> SURVIVAL	WIS	1		1	
<input checked="" type="checkbox"/> SWIM *	STR	2		2	
<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						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
FORT	7	5	2			
REF	8	5	3			
WILL	3	2	1			

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE	6		2			
RANGED	7		3			
CMB	7	4	DEX	3		
CMD	20	-10+	B4B	5		

FEATS & FEATURES
 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Animal Companion (PCR-51) HD: d8
 Wolf (PCR-54)
 low-light vision
 scent
 Feats:
 Improved Initiative +4
 Toughness (extra hp) 3+1/lvl after first
 Dodge +1 AC
 bonus tricks: 3 (see "Handle Animal" PCR-97)

link: strong connection with companion
 evasion: take 0 instead of 1/2 damage with reflex save
 ability score increase +2 Str & Dex
 Natural AC +2 (wolf) +4 (lvl 6)
 Devotion +4 Will save vs enchantment

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	1d6+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
50					

INIT	DEX MOD	+	MISC MOD
7	3		4

HERO	SR	DR

RESISTANCES

POOL POINTS