Woya - Animal Companion of Urdos Thunderhammer

Woya - Animal Companion of Urdos Thunderhammer	**Stijn**	Chaotic Good
NAME	PLAYERNAME	DEITY / ALIGNMENT
Ani2 / 0	Wolf / Medium	0' 0" / 0 lbs. / Low-light
CLASS / EXPERIENCE	RACE / SIZE	HEIGHT / WEIGHT / VISION
2 / 3000	0 / Male	, / 0
Character Level / NEXT LEVEL	AGE / GENDER	EYES / HAIR / POINTS

Abilities

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	13	+1	13	+1	13	+1
DEX Dexterity	15	+2	15	+2	15	+2
CON Constitution	15	+2	15	+2	15	+2
INT Intelligence	2	-4	2	-4	2	-4
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	6	-2	6	-2	6	-2

HP hit points: 14

AC armor class: 14 : 12 : 12 = 10 + 0 + 0 + 2 + 0 + 2 + 0
(TOTAL : FLAT : TOUCH = BASE + ARMOR BONUS + SHIELD BONUS + STAT + SIZE + NATURAL + MISC)

MISS CHANCE: 0
ARCANE SPELL FAILURE: 0
ARMOR CHECK PENALTY: +0
SPELL RESIST: 0

WOUNDS/CURRENT HP:
SUBDUAL DAMAGE:
DAMAGE REDUCTION:

SPEED: Walk 50 ft.

INITIATIVE modifier: +2 = +2 + +0 (TOTAL = DEX MODIFIER + MISC MODIFIER)

BASE ATTACK bonus: +1

Saving Throws

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+5	= +3	+ +2	+ +0	+ +0	+ +0	+
REFLEX (dexterity)	+5	= +3	+ +2	+ +0	+ +0	+ +0	+
WILL (wisdom)	+1	= +0	+ +1	+ +0	+ +0	+ +0	+

conditional modifiers

Attacks

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+2	=	+1	+ +1	+ +0	+ +0	+ +0	+
RANGED attack bonus	+3	=	+1	+ +2	+ +0	+ +0	+ +0	+
GRAPPLE attack bonus	+2	=	+1	+ +1	+ +0	+ +0	+ +0	+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	-2	1d3+1	20/x2

Bite	CURRENT HAND	TYPE	SIZE	CRITICAL
	Carried	BPS	M	20/x2
TOTAL ATTACK BONUS		DAMAGE		
+2		1d6+1		

Special Properties

*: weapon is equipped
1H-P: One handed, in primary hand. **1H-O**: One handed, in off hand. **2H**: Two handed. **2W-P-(OH)**: 2 weapons, primary hand (off hand weapon is heavy). **2W-P-(OL)**: 2 weapons, primary hand (off hand weapon is light). **2W-OH**: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE

SKILLS

MAX RANKS 5/2.5

	SKILL NAME	KEY ABILITY	SKILL MODIFIER		ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Appraise	INT	-4	=	-4	+	+
✓	Balance	DEX	2	=	2	+	+
✓	Bluff	CHA	-2	=	-2	+	+
✓	Climb	STR	1	=	1	+	+
✓	Concentration	CON	2	=	2	+	+
✓	Craft (Untrained)	INT	-4	=	-4	+	+
✓	Diplomacy	CHA	-2	=	-2	+	+
✓	Disguise	CHA	-2	=	-2	+	+
✓	Escape Artist	DEX	2	=	2	+	+
✓	Forgery	INT	-4	=	-4	+	+
✓	Gather Information	CHA	-2	=	-2	+	+
✓	Heal	WIS	1	=	1	+	+
✓	Hide	DEX	3	=	2	+ 1.0	+
✓	Intimidate	CHA	-2	=	-2	+	+
✓	Jump	STR	9	=	1	+	+ 8
✓	Listen	WIS	6	=	1	+ 5.0	+
✓	Move Silently	DEX	4	=	2	+ 2.0	+
✓	Ride	DEX	2	=	2	+	+
✓	Search	INT	-4	=	-4	+	+
✓	Sense Motive	WIS	1	=	1	+	+
✓	Spot	WIS	4	=	1	+ 3.0	+
✓	Survival	WIS	1	=	1	+	+
✓	Swim	STR	1	=	1	+	+
✓	Use Rope	DEX	2	=	2	+	+
				=		+	+
				=		+	+

✓: can be used untrained. ✗: exclusive skills

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EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
Bite	Carried	1	0.0	0.0
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	0.0 gp

WEIGHT ALLOWANCE

Light	75	Medium	150	Heavy	225
Lift over head	225	Lift off ground	450	Push / Drag	1125

SPECIAL ABILITIES

Animal Traits
Link (Ex)
Scent (Ex)
Share Spells (Ex)
Trip (Ex)

FEATS

Snatch	The creature can choose to start a grapple when it hits with a claw or bite attack, as though it had the improved grab special attack.
Track	To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.

PROFICIENCIES

Bite

LANGUAGES

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Character Sheet Notes: