

Grim - Animal Companion of Kasive

Character Name: Animal 6 Player Name: Companion Wolf / Animal Deity: None Region: None Alignment: Low-Light Vision
 CLASS: 6 (0) RACE: 20 GENDER: Male SIZE / FACE: Medium / 5 ft. HEIGHT / WEIGHT: 0' 0" / 0 lbs. VISION: VISION
 Character Level (CR): 0 / 35000 AGE: 20 EYES: HAIR: Points:

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	16	+3	16	+3		
DEX Dexterity	17	+3	17	+3		
CON Constitution	15	+2	15	+2		
INT Intelligence	2	-4	2	-4		
WIS Wisdom	12	+1	12	+1		
CHA Charisma	6	-2	6	-2		

HP hit points	34	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
AC armor class	20	17	13	= 10	+ 0	+ 0	+ 3	+ 0	+ 7
INITIATIVE modifier		+3		= +3		+ 0			
Encumbrance		Light							

TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	Morale	Insight	Sacred	Profane	MISC

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+7	= +5	+2	+0	+0	+0	
REFLEX (dexterity)	+8	= +5	+3	+0	+0	+0	
WILL (wisdom)	+3	= +2	+1	+0	+0	+0	

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+7	= +4	+3	+0	+0	0	
RANGED attack bonus	+7	= +4	+3	+0	+0	0	
CMB attack bonus	+7	= +4	+3	+0			

CMB	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
	+7	+7	+7	+7	+7	+7

CMD	20	24	20	20	20	20
------------	----	----	----	----	----	----

UNARMED (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+3	1d3+3	20/x2	5 ft.

*Bite	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	BPS	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+8	1d6+4				

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS: 6/6		
			ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	8	= 3	+ 2	+ 3
✓ Acrobatics (Jump)	DEX	16	= 3	+ 2	+ 11
✓ Climb	STR	7	= 3	+ 1	+ 3
✓ Escape Artist	DEX	3	= 3		
✓ Fly	DEX	3	= 3		
✓ Intimidate	CHA	-2	= -2		
✓ Perception	WIS	1	= 1		
✓ Stealth	DEX	8	= 3	+ 2	+ 3
✓ Survival	WIS	1	= 1		
✓ Swim	STR	7	= 3	+ 1	+ 3
			= +	+ +	
			= +	+ +	

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

*: 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.

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

WEIGHT ALLOWANCE					
Light	115	Medium	230	Heavy	345
Lift over head	345	Lift off ground	690	Push / Drag	1725

MONEY	
Total= 0 gp	

MAGIC

Languages

Other Companions

Animal Tricks

Combat Training [Paizo Inc. - Core Rulebook, p.98]

An animal trained to bear a rider into combat knows the tricks attack, come, defend, down, guard, and heel. Training an animal for combat riding takes 6 weeks. You may also "upgrade" an animal trained for riding to one trained for combat by spending 3 weeks and making a successful DC 20 Handle Animal check. The new general purpose and tricks completely replace the animal's previous purpose and any tricks it once knew. Many horses and riding dogs are trained in this way.

Attack II [Paizo Inc. - Core Rulebook, p.97]

The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks. Animal will attack all creatures

Come [Paizo Inc. - Core Rulebook, p.97]

The animal comes to you, even if it normally would not do so.

Defend [Paizo Inc. - Core Rulebook, p.97]

The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend another specific character.

Down [Paizo Inc. - Core Rulebook, p.97]

The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.

Guard [Paizo Inc. - Core Rulebook, p.97]

The animal stays in place and prevents others from approaching.

Heel [Paizo Inc. - Core Rulebook, p.97]

The animal follows you closely, even to places where it normally wouldn't go.

Menace [Paizo Inc. - Pathfinder Player Companion Animal Archive, p.9]

A menacing animal attempts to keep a creature you indicate from moving.

Track [Paizo Inc. - Core Rulebook, p.97]

The animal tracks the scent presented to it. (This requires the animal to have the scent ability.)

Special Attacks

Trip (Ex) [Paizo Inc. - Bestiary, p.305]

You can attempt to trip your opponent as a free action without provoking an attack of opportunity if you hit with the specified attack. If the attempt fails, you are not tripped in return.

Special Qualities

Combat Training [Paizo Inc. - Core Rulebook, p.98]

An animal trained to bear a rider into combat knows the tricks attack, come, defend, down, guard, and heel. Training an animal for combat riding takes 6 weeks. You may also "upgrade" an animal trained for riding to one trained for combat by spending 3 weeks and making a successful DC 20 Handle Animal check. The new general purpose and tricks completely replace the animal's previous purpose and any tricks it once knew. Many horses and riding dogs are trained in this way.

Ability Score Increase (Ex) [Paizo Inc. - Core Rulebook, p.53]

The animal companion adds +1 to one of its ability scores.

AC Bonus [Paizo Inc. - Core Rulebook]

4

Bonus Tricks [Paizo Inc. - Core Rulebook, p.52]

3

Devotion (Ex) [Paizo Inc. - Core Rulebook, p.53]

An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

Evasion (Ex) [Paizo Inc. - Core Rulebook, p.53]

If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Link (Ex) [Paizo Inc. - Core Rulebook, p.52]

A master can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The master gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Low-Light Vision (Ex) [Paizo Inc. - Bestiary]

You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Scent (Ex) [Paizo Inc. - Bestiary, p.304]

You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors just as humans do familiar sights. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When you detect a scent, the exact location of the source is not revealed—only its presence somewhere within range. You can take a move action to note the direction of the scent. When you are within 5 feet of the source, you pinpoint the source's location. You can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. When tracking by scent you ignore the effects of surface conditions and poor visibility.

Share Spells (Ex) [Paizo Inc. - Core Rulebook, p.52]

The master may cast a spell with a target of "You" on her animal companion (as a spell with a range of touch) instead of on herself. A master may cast spells on her animal companion even if the spells normally do not affect creatures of the companion's type (animal). Spells cast in this way must come from a class that grants an animal companion. This ability does not allow the animal to share abilities that are not spells, even if they function like spells.

Stat Bonus [Paizo Inc. - Core Rulebook]

2

Feats

Improved Natural Armor [Paizo Inc. - Bestiary, p.315]

This creature's hide is tougher than most.

The creature's natural armor bonus increases by +1. Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

Power Attack [Paizo Inc. - Core Rulebook, p.131]

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

You can choose to take a -2 penalty on all melee attack rolls and combat maneuver checks to gain a +4 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Weapon Focus (Bite) [Paizo Inc. - Core Rulebook, p.136]

You are especially good at using your chosen weapon.

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Proficiencies

Bite

Grim- Animal Companion of Kasive

Companion Wolf

RACE

20

AGE

Male

GENDER

Low-Light Vision

VISION

None

ALIGNMENT

Right

DOMINANT HAND

0' 0"

HEIGHT

0 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Animal

Race Type

Race Sub Type

Description:

Biography: