

Bulas - Animal Companion of Smiert

CHARACTER NAME
 Animal 3
 CLASS
 3 / 0
 Character Level / CR
 0 / 9000
 EXP / NEXT LEVEL

Heiko

PLAYER NAME
 Cat, Small
 (Leopard)
 RACE
 5
 AGE
 Small / 5 ft. by 5 ft.
 SIZE / FACE
 Männlich
 GENDER

None
 REGION
 None
 ALIGNMENT
 0' 0"
 HEIGHT
 0 lbs.
 WEIGHT
 Low-light
 VISION
 2
 POINTS

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	13		+1		
DEX Dexterity	22		+6		
CON Constitution	13		+1		
INT Intelligence	2		-4		
WIS Wisdom	12		+1		
CHA Charisma	6		-2		

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
21 hit points				Walk 50 ft.
AC armor class	21	15	17	10
	TOTAL	FLAT	TOUCH	BASE
				ARMOR BONUS
				SHIELD BONUS
				STAT
				SIZE
				NATURAL ARMOR
				DEFLECTION
				DODGE
				MISC
				MISS CHANCE
				ARCANE SPELL FAILURE
				ARMOR CHECK PENALTY
				SPELL RESIST

INITIATIVE modifier	+6	=	+6	+	+0
	TOTAL		DEX MODIFIER		MISC MODIFIER
BASE ATTACK bonus	+2				

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS: 3/3	
			ABILITY MODIFIER	MISC MODIFIER
TOTAL SKILLPOINTS: 3				
✓ Acrobatics	DEX	6	=	6
✓ Acrobatics (Jump)	DEX	14	=	6 + 8
✓ Appraise	INT	-4	=	-4
✓ Bluff	CHA	-2	=	-2
✓ Climb	STR	5	=	1 + 1 + 3
✓ Craft (Untrained)	INT	-4	=	-4
✓ Diplomacy	CHA	-2	=	-2
✓ Disguise	CHA	-2	=	-2
✓ Escape Artist	DEX	6	=	6
✓ Fly	DEX	8	=	6 + 2
✓ Heal	WIS	1	=	1
✓ Intimidate	CHA	-2	=	-2
✓ Perception	WIS	5	=	1 + 1 + 3
✓ Perform (Untrained)	CHA	-2	=	-2
✓ Ride	DEX	6	=	6
✓ Sense Motive	WIS	1	=	1
✓ Stealth	DEX	14	=	6 + 1 + 7
✓ Survival	WIS	1	=	1
✓ Swim	STR	1	=	1
			=	+ +
			=	+ +

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

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+4	=	+3	+1	+0	+0	+0	
REFLEX (dexterity)	+9	=	+3	+6	+0	+0	+0	
WILL (wisdom)	+2	=	+1	+1	+0	+0	+0	

MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
attack bonus	+4	=	+2	+1	+1	+0	+0
RANGED	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
attack bonus	+9	=	+2	+6	+1	+0	+0
CMB	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
attack bonus	+2	=	+2	+1	+0	-1	

Offense	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERLUN
	+2	+2	+2	+2	+2	+2
Defense	18	22	18	18	18	18

*Bite	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	BPS	S	20/x2	5 ft.
TOTAL ATTACK BONUS	+9				
	DAMAGE				
	1d4+1				
*Claws	HAND	TYPE	SIZE	CRITICAL	REACH
	Off-hand	PS	S	20/x2	5 ft.
TOTAL ATTACK BONUS	+9/+9				
	DAMAGE				
	1d2				

*: 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

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

WEIGHT ALLOWANCE					
Light	50	Medium	100	Heavy	150
Lift over head	150	Lift off ground	300	Push / Drag	750

LANGUAGES

Animal Tricks

Attack [Paizo Publishing - 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.

Defend [Paizo Publishing - 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 Publishing - 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.

Fetch [Paizo Publishing - Core Rulebook, p.97]

The animal goes and gets something. If you do not point out a specific item, the animal fetches a random object.

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

The animal stays in place and prevents others from approaching.

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

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

Track [Paizo Publishing - 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 Publishing - 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

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

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Evasion (Ex) [Paizo Publishing - Core Rulebook]

You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Link (Ex) [Paizo Publishing - 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.

Scent (Ex) [Paizo Publishing - 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 Publishing - 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.

Feats

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

Your hide is tougher than most.

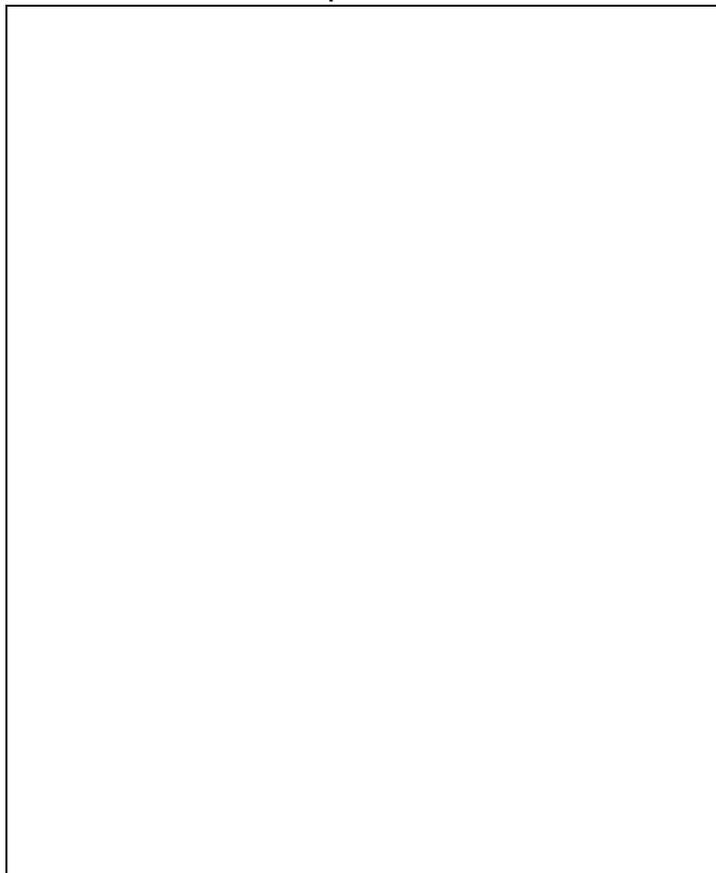
Weapon Finesse [Paizo Publishing - Core Rulebook, p.136]

With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

PROFICIENCIES

Bite, Claws

Bulas- Animal Companion of Smiert



Cat, Small (Leopard)

RACE

5

AGE

Männlich

GENDER

Low-light

VISION

None

ALIGNMENT

Rechts

DOMINANT HAND

0' 0"

HEIGHT

0 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

Description:

Biography: