

Jaws - Animal Companion of Quinray Raven

CHARACTER NAME	PLAYER NAME	DEITY	None	REGION	Neutral
Animal 6	Dinosaur (Velociraptor)	Small	0' 0"	0 lbs.	Low-light
CLASS	RACE	SIZE	HEIGHT	WEIGHT	VISION
6	0	Male	3		
Character Level	EXP / NEXT LEVEL	AGE	GENDER	EYES	HAIR
	0 / 23000				

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	14		+2		
DEX Dexterity	19		+4		
CON Constitution	17		+3		
INT Intelligence	2		-4		
WIS Wisdom	12		+1		
CHA Charisma	14		+2		

WOUNDS/CURRENT HP						SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED			
HP hit points	23									Walk 60 ft.							
AC armor class	21	17	15	10	0	0	4	1	6	0	0	0	0	0	0	0	
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	MISC	MISS CHANGE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST	

INITIATIVE modifier	+8	=	+4	+	+4
TOTAL		DEX MODIFIER		MISC MODIFIER	
BASE ATTACK bonus	+4				

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS: 6/6		
			ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	8	=	4	+ 1 + 3
✓ Acrobatics (Jump)	DEX	20	=	4	+ [1] + 15
✓ Appraise	INT	-4	=	-4	
✓ Bluff	CHA	2	=	2	
✓ Climb	STR	2	=	2	
✓ Craft (Untrained)	INT	-4	=	-4	
✓ Diplomacy	CHA	2	=	2	
✓ Disguise	CHA	2	=	2	
✓ Escape Artist	DEX	4	=	4	
✓ Fly	DEX	6	=	4	+ 2
✓ Heal	WIS	1	=	1	
✓ Intimidate	CHA	2	=	2	
✓ Perception	WIS	8	=	1	+ 4 + 3
✓ Perform (Untrained)	CHA	2	=	2	
✓ Ride	DEX	4	=	4	
✓ Sense Motive	WIS	1	=	1	
✓ Stealth	DEX	12	=	4	+ 1 + 7
✓ Survival	WIS	1	=	1	
✓ Swim	STR	2	=	2	
			=	+	+
			=	+	+

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+8	=	+5	+3	+0	+0	+0	
REFLEX (dexterity)	+9	=	+5	+4	+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	+2	+1	+0	+0
RANGED attack bonus	+9	=	+4	+4	+1	+0	+0
CMB attack bonus	+5	=	+4	+2	+0	-1	

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
Offense	+5	+5	+5	+5	+5	+5
Defense	19	23	19	19	19	19

*Talons	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	BPS	S	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+7/+7		1d6+2			
Special Properties					

*Bite	HAND	TYPE	SIZE	CRITICAL	REACH
	Off-hand	B	S	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+7		1d4+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

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

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

WEIGHT ALLOWANCE					
Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

LANGUAGES

Animal Tricks	
Attack	[PFCR, p.97]
The animal attacks apparent enemies.	
Come	[PFCR, p.97]
The animal comes to you, even if it normally would not do so.	
Defend	[PFCR, 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	[PFCR, 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	[PFCR, p.97]
The animal goes and gets something. If you do not point out a specific item, the animal fetches a random object.	
Guard	[PFCR, p.97]
The animal stays in place and prevents others from approaching.	
Heel	[PFCR, p.97]
The animal follows you closely, even to places where it normally wouldn't go.	
Track	[PFCR, p.97]
The animal tracks the scent presented to it. (This requires the animal to have the scent ability.)	

Special Qualities	
Animal Traits (Ex)	[PFB, p.307]
Animals breathe, eat, and sleep.	
Bonus Tricks	[PFCR, p.52]
3	
Devotion (Ex)	[PFCR, p.53]
An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.	
Evasion (Ex)	[PFCR]
You can avoid damage from many area-effect attacks.	
Link (Ex)	[PFCR, p.52]
A master can handle her animal companion as a free action, or push it as a move action.	
Scent (Ex)	[PFB, p.304]
You can detect approaching enemies, sniff out hidden foes, and track by sense of smell.	
Share Spells (Ex)	[PFCR, p.52]
The master may cast a spell with a target of "You" on her animal companion instead of on herself.	

Feats	
Improved Initiative	[PFCR, p.127]
Your quick reflexes allow you to react quickly to danger.	
Improved Natural Armor	[PFB, p.315]
Your hide is tougher than most.	
Run	[PFCR, p.132]
You are swift of foot.	

PROFICIENCIES	
Bite, Talons	

Notes:

Character Sheet Notes:

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#Character Sheet Plugin Properties

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