

# Nariz - Animal Companion of Gelthan

NAME	PLAYERNAME	DEITY	ALIGNMENT
Ani4	Wolf	0' 0"	Chaotic Neutral
CLASS	RACE	HEIGHT	WEIGHT
0	Medium	0 lbs.	Low-light, Normal
6	0	MALE	VISION
Character Level	AGE	GENDER	POINTS
21000	0	Male	60

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	13	+1	13	+1	13	+1
<b>DEX</b> Dexterity	15	+2	15	+2	15	+2
<b>CON</b> Constitution	14	+2	14	+2	14	+2
<b>INT</b> Intelligence	2	-4	2	-4	2	-4
<b>WIS</b> Wisdom	12	+1	12	+1	12	+1
<b>CHA</b> Charisma	6	-2	6	-2	6	-2

<b>HP</b> hit points	25	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED								
<b>AC</b> armor class	16	14	12	10	Walk 50'								
TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST
				0	0	2	0	4	0		0	+0	0

<b>INITIATIVE</b> modifier	+2	=	+2	+	+0
TOTAL	DEX MODIFIER	MISC MODIFIER			
<b>BASE ATTACK</b> bonus	+3				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+6	+4	+2	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+6	+4	+2	+0	+0	+0		
<b>WILL</b> (wisdom)	+2	+1	+1	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+4	+3	+1	+0	+0	+0	
<b>RANGED</b> attack bonus	+5	+3	+2	+0	+0	+0	
<b>GRAPPLE</b> attack bonus	+4	+3	+1	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+0	1d3+1	20/x2

\*: 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

#	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	9/4.5	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	2	= 2	+	+	
#	Intimidate	CHA	-2	= -2	+	+	
#	Jump	STR	9	= 1	+	8	
#	Listen	WIS	3	= 1	+	2.0	+
#	Move Silently	DEX	5	= 2	+	3.0	+
#	Ride	DEX	2	= 2	+	+	
#	Search	INT	-4	= -4	+	+	
#	Sense Motive	WIS	1	= 1	+	+	
#	Spot	WIS	3	= 1	+	2.0	+
#	Survival	WIS	1	= 1	+	+	
#	Swim	STR	1	= 1	+	+	
#	Use Rope	DEX	2	= 2	+	+	
				=	+	+	
				=	+	+	

#: can be used untrained. #: exclusive skills

### EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
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

Evasion (Ex)  
Link (Ex)  
Scent (Ex)  
Share Spells (Ex)  
Trip (Ex)

### FEATS

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.
Weapon Focus (Bite)	You gain a +1 bonus on all attack rolls you make using the selected weapon.

### PROFICIENCIES

Bite

### LANGUAGES

## Notes:

Character Sheet Notes: