

# Hunter

NAME: Ani2      0      Wolf      Medium      0'0"      0 lbs.      True Neutral  
 CLASS: 2      EXPERIENCE: 3000      RACE: Wolf      SIZE: Medium      HEIGHT: 0'0"      WEIGHT: 0 lbs.      ALIGNMENT: True Neutral  
 LEVEL: 2      NEXT LEVEL: 3000      AGE: 0      GENDER: Male      EYES:      HAIR:      VISION: Low-light, Normal  
 POINTS: 0

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
<b>STR</b> Strength	14	+2		
<b>DEX</b> Dexterity	14	+2		
<b>CON</b> Constitution	16	+3		
<b>INT</b> Intelligence	2	-4		
<b>WIS</b> Wisdom	12	+1		
<b>CHA</b> Charisma	10	+0		

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
<b>HP</b> hit points: 21				Walk 50'
<b>AC</b> armor class: 14	TOTAL: 14	FLAT: 12	TOUCH: 12	BASE: 10
	ARMOR BONUS: 0	SHIELD BONUS: 0	STAT MODIFIER: 2	SIZE MODIFIER: 0
	NATURAL ARMOR: 2	MISC MODIFIER: 0	MISS CHANCE: 0	ARCANE SPELL FAILURE: 0
				ARMOR CHECK PENALTY: 0
				SPELL RESISTANCE: 0

INITIATIVE	BASE ATTACK
modifier: +2	bonus: +1
TOTAL: +2	
DEX MODIFIER: +2	
MISC MODIFIER: +0	

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	MAX RANKS: 5/2.5	
Appraise	INT	-4	= -4	+ 0.0	+ 0		
Balance	DEX	2	= 2	+ 0.0	+ 0		
Bluff	CHA	0	= 0	+ 0.0	+ 0		
Climb	STR	2	= 2	+ 0.0	+ 0		
Concentration	CON	3	= 3	+ 0.0	+ 0		
Diplomacy	CHA	0	= 0	+ 0.0	+ 0		
Disguise	CHA	0	= 0	+ 0.0	+ 0		
Escape Artist	DEX	2	= 2	+ 0.0	+ 0		
Forgery	INT	-4	= -4	+ 0.0	+ 0		
Gather Information	CHA	0	= 0	+ 0.0	+ 0		
Heal	WIS	1	= 1	+ 0.0	+ 0		
Hide	DEX	2	= 2	+ 0.0	+ 0		
Intimidate	CHA	0	= 0	+ 0.0	+ 0		
Jump	STR	2	= 2	+ 0.0	+ 0		
Listen	WIS	1	= 1	+ 0.0	+ 0		
Move Silently	DEX	2	= 2	+ 0.0	+ 0		
Perform	CHA	0	= 0	+ 0.0	+ 0		
Ride	DEX	2	= 2	+ 0.0	+ 0		
Search	INT	-4	= -4	+ 0.0	+ 0		
Sense Motive	WIS	1	= 1	+ 0.0	+ 0		
Spot	WIS	1	= 1	+ 0.0	+ 0		
Swim	STR	2	= 2	+ 0.0	+ 0		
Use Rope	DEX	2	= 2	+ 0.0	+ 0		
Wilderness Lore	WIS	1	= 1	+ 0.0	+ 0		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+6	+3	+3	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+5	+3	+2	+0	+0	+0		
<b>WILL</b> (wisdom)	+1	+0	+1	+0	+0	+0		

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

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

CURRENT HAND		TYPE	SIZE	CRITICAL
To Hit	Dam	To Hit	Dam	/x
1H-P		2W-P-(OH)		
1H-O		2W-P-(OL)		
2H		2W-OH		

CURRENT HAND		TYPE	SIZE	CRITICAL
To Hit	Dam	To Hit	Dam	/x
1H-P		2W-P-(OH)		
1H-O		2W-P-(OL)		
2H		2W-OH		

CURRENT HAND		TYPE	SIZE	CRITICAL
To Hit	Dam	To Hit	Dam	/x
1H-P		2W-P-(OH)		
1H-O		2W-P-(OL)		
2H		2W-OH		

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.

✓: can be used untrained. X: exclusive skills

**EQUIPMENT**

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

**WEIGHT ALLOWANCE**

Light	87.0	Medium	174.0	Heavy	262.0
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**MONEY****SPECIAL ABILITIES**

+4 Wilderness Lore when using Scent

Scent(Ex)

Trip(Ex)

**FEATS**

Weapon Finesse (Bite)

**PROFICIENCIES**

Bite

**LANGUAGES**