

**Míriel**

ANIMAL NAME: Adv. Flestraker  
 CREATURE TYPE: 4 + 9 = 13 Medium  
 LEVEL ADJUSTMENT: Druid (15) -3 = 12  
 AGE: Female

**Ulraed the Traveler**

PLAYER: Neutral  
 ALIGNMENT: Neutral  
 HEIGHT: 7'0"  
 WEIGHT: 25stn  
 FUR: FUR  
 EYES: EYES



**ANIMAL COMPANION SHEET**

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	HIT DIE TYPE	SPEED										
<b>STR</b> STRENGTH	24	+7			<b>HP</b> HIT POINTS	110			<b>d8</b>	60										
<b>DEX</b> DEXTERITY	23	+6			<b>AC</b> ARMOR CLASS	33	10	+0	+0	+6	+0	+0	+0	+0	+0	+0	+0	+0		
<b>CON</b> CONSTITUTION	18	+4			<b>INITIATIVE</b> MODIFIER	+6														
<b>INT</b> INTELLIGENCE	2	-4			<b>BASE ATTACK</b> BONUS	+9														
<b>WIS</b> WISDOM	16	+3			<b>GRAPPLE</b> BONUS	+16														
<b>CHA</b> CHARISMA	12	+1			<b>SAVING THROWS</b> <b>FORTITUDE</b> (CONSTITUTION) TOTAL +12 = +8 + +4 + +0 + +0 + <b>REFLEX</b> (DEXTERITY) TOTAL +14 = +8 + +6 + +0 + +0 + <b>WILL</b> (WISDOM) TOTAL +7 = +4 + +3 + +0 + +0 +					<b>CONDITIONAL MODIFIERS</b> No Dmg on successful Ref +4 Will vs. Enchantment										

<b>MELEE</b> ATTACK BONUS	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
	+16	+9	+7	+0	+0	
<b>RANGED</b> ATTACK BONUS	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
	+15	+9	+6	+0	+0	

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
2 Claws	+17	1d6+8	20/x2
TYPE: P/S SPECIAL PROPERTIES:			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Bite	+15	1d8+3	20/x2
TYPE: P/S/B SPECIAL PROPERTIES:			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Tail	+14	1d6+3	20/x2
TYPE: P/B SPECIAL PROPERTIES:			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Rake	+14	1d6+5	20/x2
TYPE: SPECIAL PROPERTIES:			

ARMOR/PROTECTIVE ITEM	TYPE	ARMOR BONUS	MAX DEX BONUS
CHECK PENALTY: SPEED: WEIGHT: SPECIAL PROPERTIES:			

Task	Handle Animal DC
Handle an animal	10
"Push" and animal	25
Attack (DC 20): 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.	
Come (DC 15): The animal comes to you, even if it normally would not do so.	
Defend (DC 20): 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 a specific other character.	
Down (DC 15): 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 (DC 15): The animal goes and gets something. If you do not point out a specific item, the animal fetches some random object.
Guard (DC 20): The animal stays in place and prevents others from approaching.
Assist Attack (DC 20): The animal aids your attack or that of another creature as a standard action. The animal uses the aid another combat action.
Heel (DC 15): The animal follows you closely, even to places where it normally wouldn't go.
Perform (DC 15): The animal performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.
Seek (DC 15): The animal moves into an area and looks around for anything that is obviously alive or animate.
Stay (DC 15): The animal stays in place, waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.
Track (DC 20): The animal tracks the scent presented to it. (This requires the animal to have the scent ability)
Work (DC 15): The animal pulls or pushes a medium or heavy load.

SKILLS	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
<input type="checkbox"/> Balance <sup>1</sup>	DEX*	+7		6	+ 1
<input type="checkbox"/> Climb <sup>1</sup>	STR*	+8		7	+ 1
<input type="checkbox"/> Escape Artist <sup>1</sup>	DEX*	+6		6	+ 1
<input type="checkbox"/> Hide <sup>1</sup>	DEX*	+14		6	+ 8
<input type="checkbox"/> Jump <sup>1</sup>	STR*	+20		7	+ 7 + 6
<input type="checkbox"/> Listen <sup>1</sup>	WIS	+7		3	+ 1 + 3
<input type="checkbox"/> Move Silently <sup>1</sup>	DEX*	+7		6	+ 1
<input type="checkbox"/> Spot <sup>1</sup>	WIS	+7		3	+ 1 + 3
<input type="checkbox"/> Survival <sup>1</sup>	WIS	+3		3	+ 1
<input type="checkbox"/> Swim <sup>1</sup>	STR**	+13		7	+ 1 + 5

Skills marked with <sup>1</sup> can be used normally even if the character has zero (0) skill ranks. Skills marked with <sup>2</sup> are cross-class skills. Skills marked with <sup>3</sup> are restricted skills. \* ARMOR CHECK PENALTY, if any, applies. \*\* Double for Swim.

FEATS
Improved Natural Attack (2 Claws)
Track
Improved Natural Attack (Bite)
Weapon Focus (Bite)
Power Attack

GEAR	ITEM	WT.
	Ring of Swimming	
	AoMightyFists+1	
	BoA+2,RoP+1	
	TOTAL WEIGHT CARRIED	0

SPECIAL ATTACKS/QUALITIES
Link, Share Spell
Evasion
Devotion
Multiattack
Low-light vision
Scent
Leaping Pounce
Poison Fort DC (20) Claws and Tail
Rake (1d6+5)
+2 Hide bonus in Forest

TRICKS
Attack
Attack
Assist Attack
Down
Track
Guard
Assist Defend
Stay
Defend
Subdue
Scent Fighting

TEMPLATE ABILITIES		
Warbeast Template		
Combative Mount (Ex)		
350	700	1,050
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD
1,050	2,100	5,250
LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2X MAX LOAD	PUSH OR DRAG 5X MAX LOAD