

Soronúme

ANIMAL NAME
Advanced Warbred Hippogriff
CREATURE TYPE
3 + 4 = 7 Large
HIT DIE SIZE

Gilthoron

PLAYER
Neutral Golden
ALIGNMENT FUR
LEVEL ADJUSTMENT
Druid (6) - 0 = 6
AGE Male
HEIGHT WEIGHT EYES



ANIMAL COMPANION SHEET

| | | | | | | | | | | | |
|---------------------|---------------|------------------|-----------------|--------------------|--|---|-------------------|----------------|------------------|--------------|-------------------------------|
| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMPORARY SCORE | TEMPORARY MODIFIER | HP HIT POINTS | TOTAL | WOUNDS/CURRENT HP | SUBDUAL DAMAGE | DAMAGE REDUCTION | HIT DIE TYPE | SPEED |
| STR STRENGTH | 22 | +6 | | | 66 | | | | | d8 | 50 ft., fly 100 ft. (Average) |
| DEX DEXTERITY | 19 | +4 | | | AC ARMOR CLASS | 27 = 10 + +0 + +0 + +4 + -1 + +12 + +2 + +0 | | | | | |
| CON CONSTITUTION | 20 | +5 | | | INITIATIVE | +4 = +4 + | | | | | |
| INT INTELLIGENCE | 2 | -4 | | | BASE ATTACK | +3 | | | | | |
| WIS WISDOM | 13 | +1 | | | GRAPPLE | +13 | | | | | |
| CHA CHARISMA | 8 | -1 | | | SAVING THROWS FORTITUDE (CONSTITUTION) +6 = +1 + +5 + +0 + +0 + REFLEX (DEXTERITY) +6 = +2 + +4 + +0 + +0 + WILL (WISDOM) +3 = +2 + +1 + +0 + +0 + | | | | | | |

| | | | | | | |
|------------------------|-------|-------------------|--------------|---------------|----------------|--------------------|
| MELEE ATTACK BONUS | TOTAL | BASE ATTACK BONUS | STR MODIFIER | SIZE MODIFIER | MISC. MODIFIER | TEMPORARY MODIFIER |
| | +8 | +3 | +6 | -1 | +0 | |
| RANGED ATTACK BONUS | TOTAL | BASE ATTACK BONUS | DEX MODIFIER | SIZE MODIFIER | MISC. MODIFIER | TEMPORARY MODIFIER |
| | +6 | +3 | +4 | -1 | +0 | |

| WEAPON | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|--------------------|--------------------|--------|----------|
| 2 Claws | +8 | 1d4+3 | 20/x2 |
| SPECIAL PROPERTIES | | | |
| B | | | |

| WEAPON | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|--------------------|--------------------|--------|----------|
| Bite | +3 | 1d8+6 | 20/x2 |
| SPECIAL PROPERTIES | | | |
| 0 | | | |

| WEAPON | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|--------------------|--------------------|--------|----------|
| | | | |
| SPECIAL PROPERTIES | | | |
| | | | |

| WEAPON | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|--------------------|--------------------|--------|----------|
| | | | |
| SPECIAL PROPERTIES | | | |
| | | | |

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

| 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 humanoid, 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. | |

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|--|
| 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. |
| 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 | SKILL NAME | KEY ABILITY | SKILL MODIFIER | MAX RANKS | |
|--------|----------------------------|-------------|----------------|------------------|---------|
| | | | | ABILITY MODIFIER | RANKS |
| | Balance ¹ | DEX* | +4 | = 4 | + + |
| | Climb ¹ | STR* | +6 | = 6 | + + |
| | Escape Artist ¹ | DEX* | +5 | = 4 | + 1 + |
| | Hide ¹ | DEX* | | = 4 | + + |
| | Jump ¹ | STR* | +6 | = 6 | + + |
| | Listen ¹ | WIS | +9 | = 1 | + 4 + 4 |
| | Move Silently ¹ | DEX* | +4 | = 4 | + + |
| | Spot ¹ | WIS | +13 | = 1 | + 4 + 8 |
| | Survival ¹ | WIS | +2 | = 1 | + 1 + |
| | Swim ¹ | STR** | +6 | = 6 | + + |

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

| FEATS |
|--------------|
| Dodge |
| Wingover |
| Link |
| Share Spells |
| Hover |

| GEAR | ITEM | WT. |
|------------------------|-----------------------|-----|
| | Ring of Protection +2 | |
| TOTAL WEIGHT CARRIED 0 | | |

| SPECIAL ATTACKS/QUALITIES |
|---------------------------|
| Evasion |
| Devotion |
| Low-light vision |
| Scent |
| Dark Vision 60' |

| TRICKS |
|---------------|
| Attack |
| Come |
| Defend |
| Down |
| Guard |
| Heel |
| Stay |
| Attack2 |
| AssistDefense |

| | | |
|--------------------------------------|-----------------------------------|-----------------------------|
| 520 | 1,040 | 1,560 |
| LIGHT LOAD | MEDIUM LOAD | HEAVY LOAD |
| 1,560 | 3,120 | 7,800 |
| LIFT OVER HEAD EQUALS MAX LOAD | LIFT OFF GROUND 2X MAX LOAD | PUSH OR DRAG 5X MAX LOAD |