

# ursa - Animal Companion of Dov

Character Name: Animal 5      Player Name: Companion Bear / Animal      Deity: None      Region: Neutral  
 CLASS: 5 (0)      EXP/NEXT LEVEL: 0 / 15000      RACE: 3      GENDER: Female      EYES: None      HAIR: None      Alignment: Neutral  
 Character Level (CR): 5 (0)      AGE: 3      WOUNDS/CURRENT HP: 52      SUBDUAL DAMAGE: 0      DAMAGE REDUCTION: 0      SPEED: Walk 40 ft.

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP										SUBDUAL DAMAGE										DAMAGE REDUCTION										SPEED									
<b>STR</b> Strength	20	+5	20	+5			52																				Walk 40 ft.																			
<b>DEX</b> Dexterity	14	+2	14	+2			AC 20: 18 : 12 = 10 + 4										0 + 2 + 0 + 4										0 + 0 + 0 + 0										0 + 0 + 0 + 0									
<b>CON</b> Constitution	18	+4	18	+4			INITIATIVE +2 = +2 + +0										20 -2 0																													
<b>INT</b> Intelligence	2	-4	2	-4			TOTAL FLAT TOUCH BASE ARMOR BONUS										MISS CHANCE Arcane Spell Failure										SPELL RESIST ACID RESIST COLD RESIST ELECT. RESIST FIRE RESIST																			
<b>WIS</b> Wisdom	12	+1	12	+1			Encumbrance Light																																							
<b>CHA</b> Charisma	10	+0	10	+0																																										

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	TOTAL SKILLPOINTS: 5																																																																											
<b>FORTITUDE</b> (constitution)	+8	+4	+4	+0	+0	+0		<table border="1"> <thead> <tr> <th>SKILL NAME</th> <th>KEY ABILITY</th> <th>SKILL MODIFIER</th> <th>ABILITY MODIFIER</th> <th>RANKS</th> <th>MISC MODIFIER</th> </tr> </thead> <tbody> <tr><td>✓ Acrobatics</td><td>DEX</td><td>0</td><td>= 2</td><td>+ -2</td><td></td></tr> <tr><td>✓ Acrobatics (Jump)</td><td>DEX</td><td>4</td><td>= 2</td><td>+ 2</td><td></td></tr> <tr><td>✓ Climb</td><td>STR</td><td>8</td><td>= 5 + 2</td><td>+ 1</td><td></td></tr> <tr><td>✓ Escape Artist</td><td>DEX</td><td>0</td><td>= 2</td><td>+ -2</td><td></td></tr> <tr><td>✓ Fly</td><td>DEX</td><td>0</td><td>= 2</td><td>+ -2</td><td></td></tr> <tr><td>✓ Intimidate</td><td>CHA</td><td>0</td><td>= 0</td><td></td><td></td></tr> <tr><td>✓ Perception</td><td>WIS</td><td>5</td><td>= 1 + 1</td><td>+ 3</td><td></td></tr> <tr><td>✓ Stealth</td><td>DEX</td><td>5</td><td>= 2 + 2</td><td>+ 1</td><td></td></tr> <tr><td>✓ Survival</td><td>WIS</td><td>1</td><td>= 1</td><td></td><td></td></tr> <tr><td>✓ Swim</td><td>STR</td><td>3</td><td>= 5</td><td>+ -2</td><td></td></tr> </tbody> </table>										SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	✓ Acrobatics	DEX	0	= 2	+ -2		✓ Acrobatics (Jump)	DEX	4	= 2	+ 2		✓ Climb	STR	8	= 5 + 2	+ 1		✓ Escape Artist	DEX	0	= 2	+ -2		✓ Fly	DEX	0	= 2	+ -2		✓ Intimidate	CHA	0	= 0			✓ Perception	WIS	5	= 1 + 1	+ 3		✓ Stealth	DEX	5	= 2 + 2	+ 1		✓ Survival	WIS	1	= 1			✓ Swim	STR	3	= 5	+ -2	
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✓ Intimidate	CHA	0	= 0																																																																																
✓ Perception	WIS	5	= 1 + 1	+ 3																																																																															
✓ Stealth	DEX	5	= 2 + 2	+ 1																																																																															
✓ Survival	WIS	1	= 1																																																																																
✓ Swim	STR	3	= 5	+ -2																																																																															
<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	+8	+3	+5	+0	+0	+0	
<b>RANGED</b> attack bonus	+5	+3	+2	+0	+0	+0	
<b>CMB</b> attack bonus	+8	+3	+5	+0			

  

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
<b>CMB</b>	+8	+8	+8	+8	+8	+8
<b>CMD</b>	20	16	20	20	20	20

UNARMED (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+4	1d3+5	20/x2	5 ft.

**Special Properties:**

*Bite	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	BPS	S	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+8	1d6+5				

  

*Claw	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	BS	S	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+8/+8	1d4+5				

\*: 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
*Barding (Chain Shirt)	Light	+4	+4	-2	20

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Bite	Equipped	1	0 / 0	
Claw	Equipped	1	0 / 0	
Barding (Chain Shirt)	Equipped	1	25 / 200	
TOTAL WEIGHT CARRIED/VALUE		25 lbs.	200gp	

WEIGHT ALLOWANCE					
Light	200	Medium	400	Heavy	600
Lift over head	600	Lift off ground	1200	Push / Drag	3000

MONEY	
Total= 0 gp	

MAGIC

Languages

Other Companions

### Animal Tricks

**Attack II** [Paizo Inc. - Core Rulebook, p.97]

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. Animal will attack all creatures

**Defend** [Paizo Inc. - Core Rulebook, 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** [Paizo Inc. - Core Rulebook, 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.

**Guard** [Paizo Inc. - Core Rulebook, p.97]

The animal stays in place and prevents others from approaching.

**Heel** [Paizo Inc. - Advanced Class Guide, p.128]

The ranger can use this trick as an immediate action when his animal companion moves. When the companion moves, the square it starts out in is not considered threatened by any opponent it can see, and therefore visible enemies do not get attacks of opportunity against it when it moves from that square. The companion must end this movement in a square adjacent to the ranger. The animal companion must be able to see and hear the ranger to take this movement.

**Stay** [Paizo Inc. - Core Rulebook, p.97]

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** [Paizo Inc. - Core Rulebook, p.97]

The animal tracks the scent presented to it. (This requires the animal to have the scent ability.)

### Special Qualities

**Ability Score Increase (Ex)** [Paizo Inc. - Core Rulebook, p.53]

The animal companion adds +1 to one of its ability scores.

**AC Bonus** [Paizo Inc. - Core Rulebook]

2

**Animal Traits (Ex)** [Paizo Inc. - Core Rulebook, p.307]

Animals breathe, eat, and sleep.

**Bonus Tricks** [Paizo Inc. - Core Rulebook, p.52]

2

**Evasion (Ex)** [Paizo Inc. - Core Rulebook, p.53]

If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

**Link (Ex)** [Paizo Inc. - Core Rulebook, p.52]

A master can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The master gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

**Low-Light Vision (Ex)** [Paizo Inc. - Bestiary]

You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

**Scent (Ex)** [Paizo Inc. - Bestiary, p.304]

You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors just as humans do familiar sights. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When you detect a scent, the exact location of the source is not revealed--only its presence somewhere within range. You can take a move action to note the direction of the scent. When you are within 5 feet of the source, you pinpoint the source's location. You can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. When tracking by scent you ignore the effects of surface conditions and poor visibility.

**Share Spells (Ex)** [Paizo Inc. - Core Rulebook, p.52]

The master may cast a spell with a target of "You" on her animal companion (as a spell with a range of touch) instead of on herself. A master may cast spells on her animal companion even if the spells normally do not affect creatures of the companion's type (animal). Spells cast in this way must come from a class that grants an animal companion. This ability does not allow the animal to share abilities that are not spells, even if they function like spells.

**Stat Bonus** [Paizo Inc. - Core Rulebook]

1

### Feats

**Armor Proficiency, Light** [Paizo Inc. - Core Rulebook, p.118]

You are skilled at wearing light armor.

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

**Blind-Fight** [Paizo Inc. - Core Rulebook, p.118]

You are skilled at attacking opponents that you cannot clearly perceive.

In melee, every time you miss because of concealment (see Chapter 8), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded.

**Toughness** [Paizo Inc. - Core Rulebook, p.135]

You have enhanced physical stamina.

You gain +5 hit points. You gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

### Proficiencies

Bite, Claw

# ursa- Animal Companion of Dov

Companion Bear

RACE

3

AGE

Female

GENDER

Low-Light Vision

VISION

Neutral

ALIGNMENT

Ambidextrous

DOMINANT HAND

0' 0"

HEIGHT

0 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Animal

Race Type

Race Sub Type

**Description:**

**Biography:**