

Armor Class

		w/ENC F	w/SHIELD	w/SPIDER	TEMP
AC ARMOR CLASS	21	23	27	32	
TOUCH ARMOR CLASS	16	18	22	22	
FLAT-FOOTED ARMOR CLASS	17	19	23	28	

Shield +4, Spiderskin +5, Mage Armor +4, Ench Familiar +2

ADD:

- +2 AC Fight Defensively (-4 Attack)
- +4 AC for Cover
- +4 AC Total Defense (no Attack)
- 2 AC When Charging
- 3 AC When Running

10 +	<input type="checkbox"/> SPELL ARM	<input type="checkbox"/> SHLD	+5	+4	<input type="checkbox"/> SPELL DODGE	+2
			NATR	DEX		MISC

Saving Throws

		ENCH	TEMP
FORTITUDE (CONSTITUTION)	+14	+16	
REFLEX (DEXTERITY)	+10	+12	
WILL (WISDOM)	+8	+10	

Improved Evasion (save for half or none)

Ring of Protection +2

Fang



Attack

INITIATIVE BONUS	+4	
GRAPPLE BONUS	+16	
TRIP BONUS	+4	+4
	ATTACK	DEFEND

Two Extra Rake Attacks In Grapple (3)

Weapons

Bite

ATTACK BONUS	DAMAGE	CRITICAL
+16 (+18)	1d6+3 (+5)	20/x2

() - Enhanced Familiar Spell Bonus

On Bite - Get Free Grapple & Rake Attempt

Front Claws (2)

ATTACK BONUS	DAMAGE	CRITICAL
+16 (+18)	1d4+1 (+3)	20/x2

() - Enhanced Familiar Spell Bonus

Back Claws (2) [Rake]

ATTACK BONUS	DAMAGE	CRITICAL
+16 (+18)	1d4+1 (+3)	20/x2

() - Enhanced Familiar Spell Bonus

Rake after successful bite and grapple attempt

Touch Attack

ATTACK BONUS	DAMAGE	CRITICAL
+16 (+18)	as spell	20/x2

ADD:

- +2 Attack Bonus when **Charging**
- +2 Attack Bonus when **Flanking**
- 4 Attack Bonus when **Fighting Defensively**
- Pounce** - Full Attack on Charge w/Rake

Base: +16 (Master +12 Plus Dexterity +4)

Wounds

HP HIT POINTS	64	

Movement

	FEET	SQUARES
Normal	40	8
CHARGE	80	16
RUN	160	32
CLIMB	20	4

Can Always Take 10 when Climbing

Panther Familiar (15 HD)

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE
STR STRENGTH	16	+3	
DEX DEXTERITY	19	+4	
CON CONSTITUTION	16	+3	
INT INTELLIGENCE	8	-1	
WIS WISDOM	12	+1	
CHA CHARISMA	6	-2	

Animal	Male	M
RACE	GENDER	SIZE
Neutral Good	Ehlonna	
ALIGNMENT	DEITY	
4'0"	120	2
HEIGHT	WEIGHT	AGE
		HAIR
		EY

Skills

SKILL NAME	MOD	SKILL NAME	MOD
Balance	+12	Listen	+6
Climb	+11	Move Silently	+8
Escape Artist	+3	Spot	+6
Hide	+9	Swim	+5
Jump	+8	Tumble	+8

Scent (detect hidden 60' + tracking)

Empathic Link

Deliver Touch Spells

Speak With Master

Share Spells (within 30 feet)

Alertness

Master: Move Silently +2