

Charlie
Player Name

Not Thrall
Character Name & Pathfinder Society Character Code

Darkvision (60)
VISION

Yet Another



Half-orc, Mystic

Medium 5 ft 10 in 234 lbs

Race Faction

Size Height Weight Hair/Eyes

3rd Shaman

Chaotic Neutral The Whispering Way 20 years Male

Level/Class

Alignment Deity Age Gender

Character Generator

| | | | | |
|------------|---------------|-------------|------------|----------|
| | ABILITY SCORE | ABILITY MOD | TEMP SCORE | TEMP MOD |
| STR | 11 | 0 | | |
| DEX | 14 | +2 | | |
| CON | 13 | +1 | | |
| INT | 12 | +1 | | |
| WIS | 17 | +3 | | |
| CHA | 12 | +1 | | |

| | | | | | | | |
|-----------|---------|--------------|------------|----|----|----|----|
| HP | 22 | SPEED | 20 ft 4 sq | x4 | ft | ft | ft |
| WOUNDS | TEMP HP | NON-LETHAL | | | | | |
| | | | | | | | |

| | | | | | | | |
|-------------|----|---|---------|---|------|--|--------|
| INIT | +6 | = | 2 | + | +4 | | ft |
| | | | DEX MOD | | MISC | | BURROW |

| | | | | | | | | | | | | | | | |
|-----------|----|-----|-------------|---|--------------|---|----------|---|-----------|---|---------------|---|--------------|---|-----------|
| AC | 16 | 10+ | 4 | + | 0 | + | 2 | + | 0 | + | 0 | + | 0 | + | 0 |
| Total | | | ARMOR BONUS | | SHIELD BONUS | | DEX MOD. | | SIZE MOD. | | NATURAL ARMOR | | DEFLECT MOD. | | MISC MOD. |

| | | | |
|--------------|----|-------------------|----|
| TOUCH | 12 | FLATFOOTED | 14 |
|--------------|----|-------------------|----|

| | | | | | | | | | | | | |
|---------------|---|---|------|---|---------|---|--------|---|------|---|------|------------------------|
| FORT | 3 | = | 1 | + | 1 | + | 0 | + | 1 | + | | CONDITIONAL MOD |
| | | | BASE | | ABILITY | | RACIAL | | MISC | | TEMP | |
| | | | BASE | | ABILITY | | RACIAL | | MISC | | TEMP | |
| REFLEX | 4 | = | 1 | + | 2 | + | 0 | + | 1 | + | | |
| | | | BASE | | ABILITY | | RACIAL | | MISC | | TEMP | |
| WILL | 7 | = | 3 | + | 3 | + | 0 | + | 1 | + | | |
| | | | BASE | | ABILITY | | RACIAL | | MISC | | TEMP | |

| | | | | | | | | | | | | | |
|------------|----|------------------|-------|---|-----|---|---------|---|----------|------------------------|----------|-----------------|------|
| BAB | 2 | SPELL RESISTANCE | | | | | | | | | | | |
| CMD | 14 | = | 2 | + | 0 | + | 2 | + | 0 | + | 0 | Fame Pts | |
| | | | TOTAL | | BAB | | STR MOD | | DEX MOD | | SIZE MOD | | MISC |
| CMB | 2 | = | 2 | + | 0 | + | 0 | + | 0 | Prestige Points | | | |
| | | | TOTAL | | BAB | | STR MOD | | SIZE MOD | | MISC | | |

| | | | |
|----------------------------|-------|--------------|----------|
| Masterwork Greataxe | | | |
| | | ATTACK BONUS | Critical |
| Two-handed | | +3 | x3 |
| TYPE | RANGE | AMMUNITION | DAMAGE |
| S | | | 1d12 |
| SPECIAL PROPERTIES | | | |

| | | | |
|--------------------|-------|--------------|----------|
| Sling | | | |
| | | ATTACK BONUS | Critical |
| Ranged | | +4 | x2 |
| TYPE | RANGE | AMMUNITION | DAMAGE |
| B | 50 | | 1d4 |
| SPECIAL PROPERTIES | | | |

| | | | |
|--------------------|-------|--------------|----------|
| Weapon 3 | | | |
| | | ATTACK BONUS | Critical |
| | | | |
| TYPE | RANGE | AMMUNITION | DAMAGE |
| | | | |
| SPECIAL PROPERTIES | | | |

| | | | |
|--------------------|-------|--------------|----------|
| Weapon 4 | | | |
| | | ATTACK BONUS | Critical |
| | | | |
| TYPE | RANGE | AMMUNITION | DAMAGE |
| | | | |
| SPECIAL PROPERTIES | | | |

| SKILLS | | | | | | |
|--------|-----------------------|------------|-------|----------|-------|------|
| CLASS | SKILL NAME | ABIL SCORE | TOTAL | ABIL MOD | RANKS | MISC |
| X | Acrobatics | DEX | -1 | 2 | 0 | -3 |
| X | Appraise | INT | 1 | 1 | 0 | 0 |
| X | Bluff | CHA | 1 | 1 | 0 | 0 |
| X | Climb | STR | -3 | 0 | 0 | -3 |
| C | Diplomacy | CHA | 5 | 1 | 1 | 3 |
| X | Disguise | CHA | 1 | 1 | 0 | 0 |
| X | Escape Artist | DEX | -1 | 2 | 0 | -3 |
| C | Fly | DEX | -1 | 2 | 0 | -3 |
| C | Handle Animal | CHA | 5 | 1 | 1 | 3 |
| C | Heal | WIS | 8 | 3 | 2 | 3 |
| X | Intimidate | CHA | 2 | 1 | 1 | 0 |
| C | Knowledge (geography) | INT | 6 | 1 | 1 | 4 |
| X | Knowledge (local) | INT | 2 | 1 | 1 | 0 |
| C | Knowledge (nature) | INT | 6 | 1 | 1 | 4 |
| C | Knowledge (planes) | INT | 5 | 1 | 1 | 3 |
| C | Knowledge (religion) | INT | 5 | 1 | 1 | 3 |
| X | Perception | WIS | 4 | 3 | 1 | 0 |
| C | Profession (Baker) | WIS | 7 | 3 | 1 | 3 |
| C | Ride | DEX | 3 | 2 | 1 | 0 |
| X | Sense Motive | WIS | 3 | 3 | 0 | 0 |
| C | Spellcraft | INT | 5 | 1 | 1 | 3 |
| X | Stealth | DEX | -1 | 2 | 0 | -3 |
| C | Survival | WIS | 8 | 3 | 2 | 3 |
| X | Swim | STR | -3 | 0 | 0 | -3 |

CUSTOM TEXT

LANGUAGES
Orc, Common, Goblin

Character Code:

ABILITIES (continued)

- to avoid nonlethal damage from a forced march
- to hold your breath
- to avoid nonlethal damage from starvation or thirst
- saves to avoid nonlethal damage from hot or cold environments
- saves to resist damage from suffocation.

CLASS ABILITIES/MAGIC ITEMS

Channel (Su)

/day

Handwritten Notes

** Denotes bonuses or penalties already included in the calculations*

Charlie
Player Name

Not Thrall
Character Name & Pathfinder Society Character Code

Portrait

| | | | |
|--------------------|-------|--------------|----------|
| Weapon 5 | | ATTACK BONUS | CRITICAL |
| TYPE | RANGE | AMMUNITION | DAMAGE |
| SPECIAL PROPERTIES | | | |

| | | | |
|--------------------|-------|--------------|----------|
| Weapon 6 | | ATTACK BONUS | CRITICAL |
| TYPE | RANGE | AMMUNITION | DAMAGE |
| SPECIAL PROPERTIES | | | |

| | | | |
|--------------------|-------|--------------|----------|
| Weapon 7 | | ATTACK BONUS | CRITICAL |
| TYPE | RANGE | AMMUNITION | DAMAGE |
| SPECIAL PROPERTIES | | | |

| | | | |
|--------------------|-------|--------------|----------|
| Weapon 8 | | ATTACK BONUS | CRITICAL |
| TYPE | RANGE | AMMUNITION | DAMAGE |
| SPECIAL PROPERTIES | | | |

| | | | |
|--------------------|-------|--------------|----------|
| Weapon 9 | | ATTACK BONUS | CRITICAL |
| TYPE | RANGE | AMMUNITION | DAMAGE |
| SPECIAL PROPERTIES | | | |

| | | | |
|--------------------|-------|--------------|----------|
| Weapon 10 | | ATTACK BONUS | CRITICAL |
| TYPE | RANGE | AMMUNITION | DAMAGE |
| SPECIAL PROPERTIES | | | |

| | | | |
|--------------------|-------|--------------|----------|
| Weapon 11 | | ATTACK BONUS | CRITICAL |
| TYPE | RANGE | AMMUNITION | DAMAGE |
| SPECIAL PROPERTIES | | | |

| | | | |
|--------------------|-------|--------------|----------|
| Weapon 12 | | ATTACK BONUS | CRITICAL |
| TYPE | RANGE | AMMUNITION | DAMAGE |
| SPECIAL PROPERTIES | | | |

Additional Notes

ABILITIES (continued)

ABILITIES (continued)

* Denotes bonuses or penalties already included in the calculations

ABILITIES (continued)

ABILITIES (continued)

** Denotes bonuses or penalties already included in the calculations*

CONDITIONAL MODIFIERS

Attack Rolls:

- +1 - with ranged weapons when within 30 feet (Point-Blank Shot)

Bluff:

- +1 trait - vs orcs (Big Mouth)

Constitution checks:

- +4 - to continue running or holding your breath, or to avoid non-lethal damage from a forced march, starvation or thirst. (Endurance)

Damage:

- +1 - with ranged weapons when within 30 feet (Point-Blank Shot)

Fortitude:

- +4 - to resist damage from suffocation or to avoid non-lethal damage from hot or cold environments. (Endurance)

Intimidate:

- +1 trait - vs orcs (Big Mouth)

Spell Sheet

Printed on 11/3/2016

Character Name: Not Thrall

Class: Shaman (3rd)

| Spells per day | | | | | | | | | | |
|----------------|---|---|---|---|---|---|---|---|---|---|
| Level | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| Shaman (3rd) | ∞ | 4 | 3 | 2 | | | | | | |

Concentration Check: 1d20 + 6

| Prepared Spells | Level | Spell Name | DC | School | Range | Save | Description | | |
|-----------------|-------|-------------------|----|---|-------------|------------------------------------|--|-----------------------------|-------------------|
| | 0 | Dancing Lights | 13 | evocation [light] | 130 ft. | none | You create up to four lights that resemble lanterns or torches (and cast that amount of light glowing spheres of light (which look like will-o'-wispes), or one faintly glowing, vaguely hunched dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise (no concentration required). | | |
| | | | | Area | Comp | Casting Time | | Duration | SR |
| | | | | | V, S | 1 SA | | 1 minute | no |
| | 0 | Create Water | 13 | conjuration (creation) [water] | 30 ft. | none | This spell generates wholesome, drinkable water, just like clean rain water. Water can be as small as will actually contain the liquid, or in an area three times as large—possibly creating many small receptacles. This water disappears after 1 day if not consumed. | | |
| | | | | Area | Comp | Casting Time | | Duration | SR |
| | | | | | V, S | 1 SA | | instantaneous | no |
| | 0 | Light | 13 | evocation [light] | touch | none | This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius around the object. The light level for an additional 20 feet by one step, up to normal light. | | |
| | | | | Area | Comp | Casting Time | | Duration | SR |
| | | | | | V, M, DF | 1 SA | | 30 min. | no |
| | 0 | Stabilize | 13 | conjuration (healing) | 30 ft. | Will neg (h) | Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature is stabilized and does not lose any further hit points. If the creature later takes damage, it can attempt a Will save to take half damage. | | |
| | | | | Area | Comp | Casting Time | | Duration | SR |
| | | | | | V, S | 1 SA | | instantaneous | yes (h) |
| | 1 | Burning Hands | 14 | evocation [fire] | 15 ft. | Ref half | A cone of searing flame shoots from your fingertips. Any creature in the area of the flame takes 1d6 points of fire damage. Flammable materials burn if the flames touch them. A character can extinguish flames with a successful Reflex save. | | |
| | | | | Area | Comp | Casting Time | | Duration | SR |
| | | | | cone | V, S | 1 SA | | instantaneous | yes |
| | 1 | Cure Light Wounds | 14 | conjuration (healing) | touch | Will half (h); see text | When laying your hand upon a living creature, you channel positive energy that cures 1d6 points of light wounds. Since undead are powered by negative energy, this spell deals damage to them instead. A creature can attempt a Will save to take half damage. | | |
| | | | | Area | Comp | Casting Time | | Duration | SR |
| | | | | | V, S | 1 SA | | instantaneous | yes (h); see text |
| | 1 | Frostbite | 14 | transmutation [cold] | touch | none | Your melee touch attack deals 1d6+3 points of nonlethal cold damage and the target is fatigued. The condition ends when the target recovers from the nonlethal damage. This spell cannot be used on a creature that is already fatigued. You can use this melee touch attack up to 3 times(s). | | |
| | | | | Area | Comp | Casting Time | | Duration | SR |
| | | | | | V, S | 1 SA | | instantaneous | yes |
| | 1 | Obscuring Mist | 14 | conjuration (creation) | 20 ft. | none | A misty vapor arises around you obscuring all sight, including darkvision. A creature 5 feet or more from you has a 20% miss chance. Creatures farther away have total concealment (50% miss chance; attackers cannot use sight to locate the target). | | |
| | | | | Area | Comp | Casting Time | | Duration | SR |
| | | | | | V, S | 1 SA | | 3 min. | no |
| | 1 | Sleep | 14 | enchantment (compulsion) [mind-affecting] | 130 ft. | Will neg | A sleep spell causes a magical slumber to come upon a number of creatures. Creatures with a higher HD than the spell's level are not affected. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. | | |
| | | | | Area | Comp | Casting Time | | Duration | SR |
| | | | | | V, S, M | 1 rd | | 3 min. | yes |
| | 1 | Bless | 14 | enchantment (compulsion) [mind-affecting] | 50 ft. | none | Each ally gains a +1 morale bonus on attack rolls and on saving throws against fear effects. The bonus lasts for the duration of the spell. | | |
| | | | | Area | Comp | Casting Time | | Duration | SR |
| | | | | 50ft burst | V, S, DF | 1 SA | | 3 min. | yes (h) |
| | 1 | Chill Touch | 14 | necromancy | touch | Fort partial or Will neg; see text | Each touch channels negative energy that deals 1d6 points of damage. The touched creature's Strength is reduced by 1 unless it makes a successful Fortitude saving throw. You can use this spell a number of times per day equal to 3 - your Charisma modifier. | | |
| | | | | Area | Comp | Casting Time | | Duration | SR |
| | | | | | V, S | 1 SA | | instantaneous | yes |
| | 1 | Monkey Fish | 14 | transmutation | personal | | Your hands and feet alter to make you better at climbing and swimming. You gain a 10-foot bonus to your climbing and swimming checks. This spell has no effect if you are wearing medium or heavy armor or carrying a medium or heavy load. | | |
| | | | | Area | Comp | Casting Time | | Duration | SR |
| | | | | | V, S | 1 SA | | 3 min (D) | |
| | 1 | Detect Undead | 14 | divination | 60 ft. | none | You can detect the aura that surrounds undead creatures. The amount of information revealed depends on the round of the spell. 1st Round: Presence or absence of undead auras. 2nd Round: The number of auras in the area and the strength of the strongest undead aura present. 3rd Round: The location of each undead aura. | | |
| | | | | Area | Comp | Casting Time | | Duration | SR |
| | | | | cone | V, S, M, DF | 1 SA | | concentration, up to 3 min. | no |

Spell Sheet

Printed on 11/3/2016

Character Name: Not Thrall

Class: Shaman (3rd)

| Spells per day | | | | | | | | | | |
|----------------|---|---|---|---|---|---|---|---|---|---|
| Level | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| Shaman (3rd) | ∞ | 4 | 3 | 2 | | | | | | |

Concentration Check: 1d20 + 6

| Prepared Spells | Level | Spell Name | DC | School | Range | Save | Description | | |
|-----------------|-------|----------------------|----|------------------------|-------------|-------------------------|--|---------------|-------------------|
| | 2 | Cure Moderate Wounds | 15 | conjunction (healing) | touch | Will half (h); see text | When laying your hand upon a living creature, you channel positive energy that cures 2d6. Since undead are powered by negative energy, this spell deals damage to them instead. A apply spell resistance, and can attempt a Will save to take half damage. | | |
| | | | | Area | Comp | Casting Time | | Duration | SR |
| | | | | | V, S | 1 SA | | instantaneous | yes (h); see text |
| | 2 | Bull's Strength | 15 | transmutation | touch | Will neg (h) | You grant a +4 bonus to Strength, adding the usual benefits to melee attack rolls, melee uses of the Strength modifier. | | |
| | | | | Area | Comp | Casting Time | | Duration | SR |
| | | | | | V, S, M, DF | 1 SA | | 3 min. | yes (h) |
| | 2 | Tree Shape | 15 | transmutation | personal | | This spell allows you to assume the form of a Large tree or shrub. Even the closest inspect the tree in question is actually a magically concealed creature. To all normal tests you are although a detect magic spell reveals a faint transmutation on the tree. While in tree form that transpires around. | | |
| | | | | Area | Comp | Casting Time | | Duration | SR |
| | | | | | V, S, DF | 1 SA | | 3 hour(s) | |
| | 2 | Web Shelter | 15 | conjunction (creation) | 30 ft. | none | You create a shelter of slightly sticky webbing. The shelter has a hinged door large enough Medium creature. | | |
| | | | | Area | Comp | Casting Time | | Duration | SR |
| | | | | | V, S, DF | 1 min | | 3 hour(s) (D) | no |
| | 2 | Wood Shape | 15 | transmutation | touch | Will neg (object) | Wood shape enables you to form one existing piece of wood into any shape that suits you possible to make crude coffers, doors, and so forth, fine detail isn't possible. There is a 30 that includes moving parts simply doesn't work. | | |
| | | | | Area | Comp | Casting Time | | Duration | SR |
| | | | | | V, S, DF | 1 SA | | instantaneous | yes (object) |
| | 2 | Spiritual Weapon | 15 | evocation [force] | 130 ft. | none | A weapon made of force appears and attacks your foes. (+5, 1d8+1) Critical modifiers are one of spiritual significance to your god or you. It strikes as a force spell, not a weapon. Yr as a move action. It does not gain or provide flanking. It cannot be harmed by physical all affect it. | | |
| | | | | Area | Comp | Casting Time | | Duration | SR |
| | | | | | V, S, DF | 1 SA | | 3 round(s) | yes |
| | 2 | Restoration, Lesser | 15 | conjunction (healing) | touch | Will neg (h) | Lesser restoration dispels any magical effects reducing one of the subject's ability scores c temporary ability damage to one of the subject's ability scores. It also eliminates any fatig character, and improves an exhausted condition to fatigued. It does not restore permane | | |
| | | | | Area | Comp | Casting Time | | Duration | SR |
| | | | | | V, S | 3 rds | | instantaneous | yes (h) |
| | | | | School | Range | Save | Description | | |
| | | | | Area | Comp | Casting Time | | Duration | SR |
| | | | | | | | | | |
| | | | | School | Range | Save | Description | | |
| | | | | Area | Comp | Casting Time | | Duration | SR |
| | | | | | | | | | |
| | | | | School | Range | Save | Description | | |
| | | | | Area | Comp | Casting Time | | Duration | SR |
| | | | | | | | | | |
| | | | | School | Range | Save | Description | | |
| | | | | Area | Comp | Casting Time | | Duration | SR |
| | | | | | | | | | |
| | | | | School | Range | Save | Description | | |
| | | | | Area | Comp | Casting Time | | Duration | SR |
| | | | | | | | | | |
| | | | | School | Range | Save | Description | | |
| | | | | Area | Comp | Casting Time | | Duration | SR |
| | | | | | | | | | |

Spell Sheet

Printed on 11/3/2016

| | |
|---|-------------|
| | Source |
| ght), or up to four nanoid shape. The rise move as you desire | Core 263 |
| | Source |
| created in an area as ig a downpour or filling | Core 262 |
| | Source |
| radius, and increasing | Core 304 |
| | Source |
| eature is automatically ontinues dying normally. | Core 348 |
| | Source |
| is takes 3d4 points of fire burning items as a full- | Core 251 |
| | Source |
| 3+3 points of damage. In undead creature can | Core 263 |
| | Source |
| stigated. The fatigued ake a creature exhausted | UM 221 |
| | Source |
| t away has concealment iss chance, and the | Core 317 |
| | Source |
| te newest HD are affected are affected first. HD that g or wounding awakens on (an application of the creatures | Core 344 |
| | Source |
| s. Bless counters and | Core 249 |
| | Source |
| ure also takes 1 point of lee touch attack up to 3 | Core 255 |
| | Source |
| ot climb speed and swim edium or heavy load. | ACG 188 |
| | Source |
| vealed depends on how ound: Number of undead strength and location of | Core 269 |

Spell Sheet

Printed on 11/3/2016

| | |
|---|-------------|
| | Source |
| 3+3 points of damage. in undead creature can | Core 263 |
| | Source |
| amage rolls, and other | Core 251 |
| | Source |
| ction cannot reveal that , in fact, a tree or shrub, n, you can observe all | Core 362 |
| | Source |
| 1 to accommodate a | UM 249 |
| | Source |
| ur purpose. While it is % chance that any shape | Core 370 |
| | Source |
| from its type, which is ou can change its target tacks but some spells | Core 348 |
| | Source |
| or cures 1d4 points of gue suffered by the nt ability drain. | Core 334 |
| | Source |
| | |
| | Source |
| | |
| | Source |
| | |
| | Source |
| | |
| | Source |
| | |
| | Source |
| | |



Animal Companion

Sucker Leech, Giant Small Not Thrall Scent
 Companion Name Species Size Character Name Senses

| | ABILITY SCORE | ABILITY MOD |
|-----|---------------|-------------|
| STR | 9 | -1 |
| DEX | 14 | +2 |
| CON | 12 | +1 |
| INT | 0 | -5 |
| WIS | 10 | 0 |
| CHA | 1 | -5 |

TRICKS

HP 0

INIT +2 = +2 +

| WOUNDS | NON-LETHAL |
|--------|------------|
| | |

SPEED 5 ft 1 sq x4 20 ft ft ft
 BASE SPEED RUN SWIM CLIMB FLY

| DAMAGE REDUCTION |
|-------------------|
| |
| ENERGY RESISTANCE |
| |

| PROTECTIVE ITEM | | AC BONUS | MAX DEX |
|-----------------|--------|--------------------|---------|
| | | | |
| ACP | WEIGHT | SPECIAL PROPERTIES | |
| | | | |

AC 13 Total TOUCH 13 FLAT FOOTED 11

| | TOTAL | | |
|--------|-------|-----|----|
| FORT | 1 | BAB | 0 |
| REFLEX | 2 | CMD | 10 |
| WILL | 0 | CMB | -2 |

| CONDITIONAL MODIFIERS |
|-----------------------|
| CMD: Cant be tripped |

| ENCUMBRANCE | | | | | |
|-------------|-------------|------------|----------|-----------------|----------------|
| 23 | 45 | 68 | 68 | 135 | 338 |
| LIGHT LOAD | MEDIUM LOAD | HEAVY LOAD | OVERHEAD | LIFT OFF GROUND | PUSH/PULL |
| | | | | | WEIGHT CARRIED |

| ATTACKS | | | |
|----------------|--------|--------|-------------|
| NAME | ATTACK | DAMAGE | NOTES |
| Bite (Primary) | +0 | 1d4-2 | plus attach |

| SKILLS | | | | | |
|-----------------|------------|-------|----------|-------|------|
| SKILL NAME | ABIL SCORE | TOTAL | ABIL MOD | RANKS | MISC |
| C Acrobatics | DEX | +2 | +2 | | |
| C Climb | STR | -1 | -1 | | |
| X Escape Artist | DEX | +2 | +2 | | |
| C Fly | DEX | +4 | +2 | | +2 |
| X Intimidate | CHA | -5 | -5 | | |
| C Perception | WIS | 0 | | | |
| C Stealth | DEX | +2 | +2 | | |
| X Survival | WIS | 0 | | | |
| C Swim | STR | +7 | -1 | | +8 |

| ABILITIES |
|---|
| Animal Companion Features |
| <ul style="list-style-type: none"> • Link (Ex) (Core 52): You can handle your animal companion as a free action, or push it as a move action, even if you don't have any ranks in the Handle Animal skill. You gain a +4 circumstance bonus on all wild empathy checks and Handle Animal checks. • Amphibious (Ex) (Beast 298): This animal has the aquatic subtype, but can survive indefinitely on land. • Susceptible to salt (Beast 187): A handful of salt burns a giant leech as if it were a flask of acid, causing 1d6 points of damage per use. |

* Denotes bonuses or penalties already included in the calculations

Magic Items: