

Monkey  
Player Name

Z'gog  
Character Name

Darkvision (60)  
VISION

Yet Another



Goblin

Small

3 ft 3 in

37 lbs

4th Ranger

Chaotic Neutral

18 years

Male

Character Generator

Level/Class

Alignment

Deity

Age

Gender

	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b>	10	0		
<b>DEX</b>	20	+5		
<b>CON</b>	14	+2		
<b>INT</b>	10	0		
<b>WIS</b>	14	+2		
<b>CHA</b>	8	-1		

<b>HP</b>	42	<b>SPEED</b>	20 ft 4 sq
<b>WOUNDS</b>		<b>TEMP HP</b>	
<b>NON-LETHAL</b>			

<b>INIT</b>	+5	=	5	+		+		+	
	DEX MOD		MISC						BURROW

<b>AC</b>	19	10+	4	+	0	+	3	+	1	+	0	+	1	+	1
	Total		ARMOR BONUS		SHIELD BONUS		DEX MOD.		SIZE MOD.		NATURAL ARMOR		DEFLECT MOD.		MISC MOD.
<b>TOUCH</b>	15	<b>FLATFOOTED</b>													
<b>FORT</b>	6	TOTAL	4	+	2	+	0	+	0	+	0	+	0	+	0
<b>REFLEX</b>	9	TOTAL	4	+	5	+	0	+	0	+	0	+	0	+	0
<b>WILL</b>	3	TOTAL	1	+	2	+	0	+	0	+	0	+	0	+	0

CLASS	SKILL NAME	ABIL SCORE	TOTAL	ABIL MOD	RANKS	MISC
X	Acrobatics	DEX	7	5	2	0
X	Appraise	INT	0	0	0	0
X	Bluff	CHA	-1	-1	0	0
C	Climb	STR	7	0	2	5
X	Diplomacy	CHA	-1	-1	0	0
X	Disable Device	DEX	5	5	2	-2
X	Disguise	CHA	-1	-1	0	0
X	Escape Artist	DEX	7	5	2	0
X	Fly	DEX	7	5	0	2
C	Heal	WIS	6	2	1	3
C	Intimidate	CHA	-1	-1	0	0
X	Linguistics	INT	1	0	1	0
C	Perception	WIS	7	2	2	3
C	Profession [Sailor]	WIS	8	2	3	3
C	Ride	DEX	14	5	2	7
X	Sense Motive	WIS	2	2	0	0
X	Sleight of Hand	DEX	7	5	2	0
C	Stealth	DEX	20	5	4	11
C	Survival	WIS	7	2	2	3
C	Swim	STR	6	0	3	3

<b>BAB</b>	4	SPELL RESISTANCE	
<b>CMD</b>	19	TOTAL	4
		BAB	4
		STR MOD	0
		DEX MOD	5
		SIZE MOD	-1
		MISC	1
			+ 10
<b>CMB</b>	3	TOTAL	4
		BAB	4
		STR MOD	0
		SIZE MOD	-1
		MISC	0

<b>Masterwork Whip (Small)</b>			ATTACK BONUS	Critical
One-handed			+6	x2
TYPE	RANGE	AMMUNITION	DAMAGE	
S			1d2	
SPECIAL PROPERTIES				
Disarm Weapon/ Non-lethal Weapon				

<b>Dogslicer (Small)</b>			ATTACK BONUS	Critical
Light			+5	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE	
S			1d4	
SPECIAL PROPERTIES				
Fragile Weapon				

<b>+1 Shortbow (Small)</b>			ATTACK BONUS	Critical
Ranged [Deadly Aim]			+9	x3
TYPE	RANGE	AMMUNITION	DAMAGE	
P	60		1d4+5	
SPECIAL PROPERTIES				
+1 to attack and damage rolls if within 30 feet.				

<b>+1 Shortbow (Small)</b>			ATTACK BONUS	Critical
Ranged			+11	x3
TYPE	RANGE	AMMUNITION	DAMAGE	
P	60		1d4+1	
SPECIAL PROPERTIES				
+1 to attack and damage rolls if within 30 feet.				

CUSTOM TEXT

LANGUAGES  
Goblin, Common, Tengû



### ABILITIES (Cont)

- saves to avoid nonlethal damage from hot or cold environments
- saves to resist damage from suffocation.
- Shield Proficiency (Core 133): When you use a shield, the shield's armor check penalty only applies to Strength- and Dexterity-based skills

#### Weapon Traits

- Disarm Weapon: When you use a disarm weapon, you get a +2 bonus on Combat Maneuver checks to disarm an enemy.
- Fragile Weapon: This weapon gains the broken condition if you roll a natural 1 on an attack weapon. If already broken, a natural 1 destroys it instead. (This does not apply to most masterwork or magical weapons of this class).
- Non-Lethal Weapon: This weapon deals non-lethal damage.

#### Magic Items

- Ring of Protection +1 (Core 481): This ring provides a +1 deflection bonus\*

### HANDWRITTEN NOTES

#### Handwritten Notes

\* Denotes bonuses or penalties already included in the calculations

Monkey

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Z'gog

Character Name

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			

Portrait

Additional Notes

ABILITIES (Cont)

NOTEBOOK

\* Denotes bonuses or penalties already included in the calculations

Thing Badger Small Z'gog Low-light vision, Scent  
 Companion Name Species Size Character Name Senses



## Animal Companion

	ABILITY SCORE	ABILITY MOD
<b>STR</b>	10	0
<b>DEX</b>	17	+3
<b>CON</b>	15	+2
<b>INT</b>	2	-4
<b>WIS</b>	12	+1
<b>CHA</b>	10	0

**TRICKS**  
 Attack, Come, Defend, Down, Guard, and Heel

**HP** 20

**INIT** +3 = +3 +

WOUNDS	NON-LETHAL
<input type="text"/>	<input type="text"/>

**SPEED** 30 ft 6 sq x4  ft 10 ft  ft  
BASE SPEED RUN SWIM CLIMB FLY

**DAMAGE REDUCTION**  
  
**ENERGY RESISTANCE**

PROTECTIVE ITEM		AC BONUS	MAX DEX
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
ACP	WEIGHT	SPECIAL PROPERTIES	
<input type="text"/>	<input type="text"/>	<input type="text"/>	

**AC** 16 Total **TOUCH** 14 **FLAT FOOTED** 13

	TOTAL		
<b>FORT</b>	5	<b>BAB</b>	1
<b>REFLEX</b>	6	<b>CMD</b>	13
<b>WILL</b>	1	<b>CMB</b>	0

**CONDITIONAL MODIFIERS**

ENCUMBRANCE						
<b>33</b>	<b>66</b>	<b>100</b>	<b>100</b>	<b>200</b>	<b>500</b>	<b>0</b>
<small>LIGHT LOAD</small>	<small>MEDIUM LOAD</small>	<small>HEAVY LOAD</small>	<small>OVERHEAD</small>	<small>LIFT OFF GROUND</small>	<small>PUSH/PULL</small>	<small>WEIGHT CARRIED</small>

ATTACKS			
NAME	ATTACK	DAMAGE	NOTES
Bite (Primary)	+5	1d4	
Claws (Primary)	+5	1d3	x2

SKILLS					
SKILL NAME	ABIL SCORE	TOTAL	ABIL MOD	RANKS	MISC
C Acrobatics	DEX	+3	+3		
C Climb	STR	+8			+8
X Escape Artist	DEX	+3	+3		
C Fly	DEX	+5	+3		+2
X Intimidate	CHA	0			
C Perception	WIS	+1	+1		
C Stealth	DEX	+7	+3	1	+3
X Survival	WIS	+1	+1		
C Swim	STR	+4		1	+3

**ABILITIES**

**Animal Companion Features**

- **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.
- **Share Spells (Ex)** (Core 52): You may cast a spell with a target of "You" on your animal companion (as a spell with a range of touch) instead of on yourself.

**Feats**

- **Weapon Finesse** (Core 136): "With a natural\* or light weapon, elven curve blade, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls."

**Tricks**

- **Attack**: 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.
- **Come**: The animal comes to you, even if it normally would not do so.
- **Defend**: 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**: The animal breaks off from combat or otherwise backs down.
- **Guard**: The animal stays in place and prevents others from approaching.
- **Heel**: The animal follows you closely, even to places where it normally wouldn't go.

\* Denotes bonuses or penalties already included in the calculations

**Magic Items:**