

Droogami

Male Cheetah - CL6 - CR 6

True Neutral Animal

Ability	Score	Modifier	Temporary
STR STRENGTH	19	+4	
DEX DEXTERITY	21	+5	
CON CONSTITUTION	15	+2	
INT INTELLIGENCE	2	-4	
WIS WISDOM	12	+1	
CHA CHARISMA	6	-2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+7 =	+5	+2				
REFLEX (DEXTERITY)	+10 =	+5	+5				
WILL (WISDOM)	+3 =	+2	+1				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 24 =	+2		+5		+7			

Touch AC	15	Flat-Footed AC	19
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CM Bonus	+8 =	BAB	Strength	Size	Misc
		+4	+4	-	-

CM Defense	23 = 10	BAB	Strength	Dexterity	Size
		+4	+4	+5	-

HP	48	Total	Damage / Current HP

Base Attack	+4	Initiative	+5
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Speed	50 ft
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Bite (Cheetah)

Mainhand: **+9, 1d6+5** Crit: 20/x2
Light, B/P/S

Claw x2 (Cheetah)

Mainhand: **+8, 1d3+4** Crit: 20/x2
Light, P/S

Masterwork Silver Scimitar

Mainhand: **+3, 1d4+3** Crit: 18-20/x2
Light, S

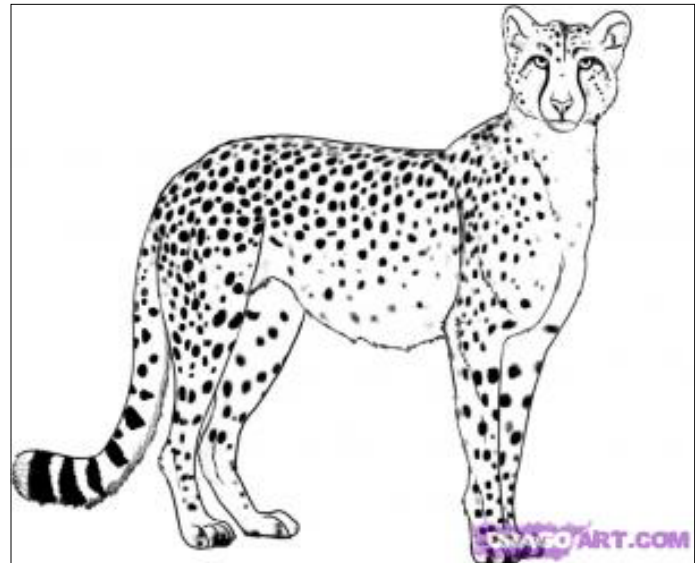
Unarmed Strike

Mainhand: **+8, 1d3+4** Crit: 20/x2
Light, B, Nonlethal

Leather

+2

Max Dex: +6, Armor Check: -
Spell Fail: 10%, Light



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+9	DEX (5)	1	
Appraise	-4	INT (-4)	-	
Bluff	-2	CHA (-2)	-	
Climb	+8	STR (4)	1	
Diplomacy	-2	CHA (-2)	-	
Disguise	-2	CHA (-2)	-	
Escape Artist	+5	DEX (5)	-	
Fly	+5	DEX (5)	-	
Heal	+1	WIS (1)	-	
Intimidate	-2	CHA (-2)	-	
Perception	+7	WIS (1)	1	
Ride	+5	DEX (5)	-	
Sense Motive	+3	WIS (1)	-	
Stealth	+9	DEX (5)	1	
Survival	+2	WIS (1)	1	
Swim	+8	STR (4)	1	

Feats, Traits & Flaws

Alertness

You get a +2 bonus on all Perception checks and Sense Motive checks.

Attack [Trick]

The animal will attack on command.

Attack Any Target [Trick]

The animal will attack any creature on command.

Come [Trick]

The animal will come to you on command.

Defend [Trick]

The animal will defend you.

Down [Trick]

The animal will break off combat on command.

Guard [Trick]

The animal stays in place and prevents others from approaching.

Heel [Trick]

The animal will follow you.

Feats, Traits & Flaws

Improved Natural Armor
+1 natural armor

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+1 natural armor

Stay [Trick]
The animal will stay where it is.

Track [Trick]
The animal will track a scent.

Gear

**Total Weight Carried: 113.77/525lbs, Light Load
(Light: 174lbs, Medium: 349.5lbs, Heavy: 525lbs)**

400gp powdered metals <In: water bottle for metals> -
Leather 15 lbs
Lini 34 lbs
Lini's gear 14.52 lbs
Masterwork Silver Scimitar <In: Saddlebags (22 @ 2 lbs) -
Money -
Potion of Barkskin x2 <In: Saddlebags (22 @ 2.25 lbs)> -
Potion of Bull's <In: Saddlebags (22 @ 2.25 lbs)> -
Potion of Cure Light Wounds x3 <In: Saddlebags (22 @ 2.25 lbs)> -
Potion of Cure Light Wounds <In: Saddlebags (22 @ 2.25 lbs)> -
Potion of Cure Moderate Wounds x3 <In: Saddlebags (22 @ 2.25 lbs)> -
Potion of Cure Moderate Wounds x3 <In: Saddlebags (22 @ 2.25 lbs)> -
Potion of Enlarge Person <In: Saddlebags (22 @ 2.25 lbs)> -
Potion of Grace x2 <In: Saddlebags (22 @ 2.25 lbs)> -
Potion of Restoration, Lesser <In: Saddlebags (22 @ 2.25 lbs)> -
Potion of Shield of Faith +2 x3 <In: Saddlebags (22 @ 2.25 lbs)> -
Saddle, Exotic (Military) 40 lbs
Saddlebags (22 @ 2.25 lbs) 8 lbs
water bottle for metals (1 @ 0 lbs) <In: Saddlebags 0.25 lbs

Special Abilities

+4 Stealth in Tall Grass (Ex)

You gain a bonus to Stealth Checks under the listed conditions.

Devotion +4 (Ex)

An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

Evasion (Ex)

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.

Low-Light Vision

See twice as far as a human in low light, distinguishing color and detail.

Scent (Ex)

This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Sprint x10 (1/hour) (Ex)

Once per hour, you can move at 10 times your normal speed (500 feet) when you make a charge.

Trip (Ex)

A creature with the trip special attack can attempt to trip its opponent as a free action without provoking an attack of opportunity if it hits with the specified attack. If the attempt fails, the creature is not tripped in return.

Tracked Resources

Potion of Barkskin
Potion of Bull's
Potion of Cure Light Wounds
Potion of Cure Light Wounds
Potion of Cure Moderate Wounds

Experience & Wealth

Current Cash: **no money!**

Tracked Resources

Potion of Cure Moderate Wounds
Potion of Enlarge Person
Potion of Grace
Potion of Restoration, Lesser
Potion of Shield of Faith +2
Sprint x10 (1/hour) (Ex)

Background

4 crit banked