

Animal Companion



Male wolf - CL6 - CR 5

True Neutral Animal; Age: 2; Height: 3' 6"; Eyes: blue;
Hair: grey

Ability	Score	Modifier	Temporary
STR STRENGTH	24	+7	
DEX DEXTERITY	15	+2	
CON CONSTITUTION	19	+4	
INT INTELLIGENCE	2	-4	
WIS WISDOM	12	+1	
CHA CHARISMA	6	-2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+9 =	+5	+4				
REFLEX (DEXTERITY)	+7 =	+5	+2				
WILL (WISDOM)	+3 =	+2	+1				

Devotion: +4 morale bonus vs. Enchantment spells and effects

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 24 =	+4		+2	-1	+8		+1	

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
12	21				

CM Bonus	BAB	Strength	Dexterity	Size
+16 =	+4	+7	+1	-

+12 ; +12 Bull Rushing; +12 Tricking; +12 Disarming; +12 Dragging; +12 Feinting; +12 Grappling; +12 Overrunning; +12 Pulling; +12 Pushing; +12 Repositioning; +12 Stealing; +12 Sundering; +12 Tripping

CM Defense	BAB	Strength	Dexterity	Size
25 = 10	+4	+7	+2	+1

29 vs. Trip

Base Attack	+4	HP	85
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Initiative	+2	Damage / Current HP
Speed	50 ft	

Bite (Wolf)

Main hand: +11, 1d8+10

Crit: x2
Light, B/P/S

Masterwork chain shirt

+4

Max Dex: +4, Armor Check: -1
Spell Fail: 20%, Light

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+5	DEX (2)	1	
Speed greater/less than 30 ft. : +8 to jump				
Appraise	-4	INT (-4)	-	
Bluff	-2	CHA (-2)	-	
Climb	+10	STR (7)	1	
Diplomacy	-2	CHA (-2)	-	
Disguise	-2	CHA (-2)	-	
Escape Artist	+1	DEX (2)	-	
Fly	-1	DEX (2)	-	
Heal	+1	WIS (1)	-	
Intimidate	-2	CHA (-2)	-	
Perception	+6	WIS (1)	2	
Ride	+1	DEX (2)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	+1	DEX (2)	1	
Survival	+1	WIS (1)	-	
Swim	+10	STR (7)	1	

Feats

Armor Proficiency (Light)
Dodge
Weapon Focus (Bite)

Animal Tricks

Attack [Trick]
Attack Any Target [Trick]
Come [Trick]
Defend [Trick]
Down [Trick]
Fighting [Trick]
Flank [Trick]
Seek [Trick]
Stay [Trick]
Track [Trick]

Special Abilities

+4 to Survival when tracking by Scent
Devotion +4 (Ex)
Evasion (Ex)
Low-Light Vision
Scent (Ex)
Trip (Ex)

Gear

**Total Weight Carried: 80/2100lbs, Light Load
(Light: 699 lbs, Medium: 1398 lbs, Heavy: 2100
lbs)**

Masterwork chain shirt	50 lbs
Money	-
Riding saddle, exotic	30 lbs
Smoked goggles	-

Background

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.

Format: trip (bite); Location: individual attacks.

You can attempt to trip your opponent in place of a melee attack. You can only trip an opponent who is no more than one size category larger than you. If you do not have the Improved Trip feat, or a similar ability, initiating a trip provokes an attack of opportunity from the target of your maneuver.

If your attack exceeds the target's CMD, the target is knocked prone. If your attack fails by 10 or more, you are knocked prone instead. If the target has more than two legs, add +2 to the DC of the combat maneuver attack roll for each additional leg it has. Some creatures—such as oozes, creatures without legs, and flying creatures—cannot be tripped.

Experience & Wealth

Current Cash: **You have no money!**