

# Wolfie - Animal Companion of Wolvein

NAME	PLAYERNAME	DEITY	True Neutral
Ani2	Wolf	0' 0"	ALIGNMENT
CLASS	RACE	HEIGHT	Low-light
2	Medium	0 lbs.	VISION
Character Level	AGE	EYES	POINTS
0	0		0
EXPERIENCE	GENDER	HAIR	
3000	Male		
NEXT LEVEL			

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	12	+1	12	+1	12	+1
<b>DEX</b> Dexterity	14	+2	14	+2	14	+2
<b>CON</b> Constitution	14	+2	14	+2	14	+2
<b>INT</b> Intelligence	2	-4	2	-4	2	-4
<b>WIS</b> Wisdom	12	+1	12	+1	12	+1
<b>CHA</b> Charisma	6	-2	6	-2	6	-2

<b>HP</b> hit points	16	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	Walk 50 ft.
<b>AC</b> armor class	14	TOTAL	12	FLAT	12	TOUCH	10	BASE	0
				ARMOR BONUS	0	SHIELD BONUS	0	STAT	2
				SIZE	0	NATURAL	2	MISC	0
				MISS CHANCE		ARCANE SPELL FAILURE	0	ARMOR CHECK PENALTY	+0
						SPELL RESIST	0		

<b>INITIATIVE</b> modifier	+2	TOTAL	+2	DEX MODIFIER	+0	MISC MODIFIER	+0
<b>BASE ATTACK</b> bonus	+1						

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+5	+3	+2	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+5	+3	+2	+0	+0	+0		
<b>WILL</b> (wisdom)	+1	+0	+1	+0	+0	+0		

<b>MELEE</b> attack bonus	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
	+2	+1	+1	+0	+0	+0	
<b>RANGED</b> attack bonus	+3	+1	+2	+0	+0	+0	
<b>GRAPPLE</b> attack bonus	+2	+1	+1	+0	+0	+0	

<b>UNARMED</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	-2	1d3+1	20/x2

<b>*Bite</b>	CURRENT HAND	TYPE	SIZE	CRITICAL
	Primary	BPS	M	20/x2
TOTAL ATTACK BONUS	+3			
DAMAGE	1d6+1			

\*: weapon is equipped  
**1H-P**: One handed, in primary hand. **1H-O**: One handed, in off hand. **2H**: Two handed. **2W-P-(OH)**: 2 weapons, primary hand (off hand weapon is heavy). **2W-P-(OL)**: 2 weapons, primary hand (off hand weapon is light). **2W-OH**: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	5/2.5
			RANKS		MISC MODIFIER
✓ Appraise	INT	-4	= -4	+	+
✓ Balance	DEX	2	= 2	+	+
✓ Bluff	CHA	-2	= -2	+	+
✓ Climb	STR	1	= 1	+	+
✓ Concentration	CON	2	= 2	+	+
✓ Craft (Untrained)	INT	-4	= -4	+	+
✓ Diplomacy	CHA	-2	= -2	+	+
✓ Disguise	CHA	-2	= -2	+	+
✓ Escape Artist	DEX	2	= 2	+	+
✓ Forgery	INT	-4	= -4	+	+
✓ Gather Information	CHA	-2	= -2	+	+
✓ Heal	WIS	1	= 1	+	+
✓ Hide	DEX	2	= 2	+	+
✓ Intimidate	CHA	-2	= -2	+	+
✓ Jump	STR	9	= 1	+	8
✓ Listen	WIS	3	= 1	+	2.0
✓ Move Silently	DEX	2	= 2	+	+
✓ Ride	DEX	2	= 2	+	+
✓ Search	INT	-4	= -4	+	+
✓ Sense Motive	WIS	1	= 1	+	+
✓ Spot	WIS	3	= 1	+	2.0
✓ Survival	WIS	2	= 1	+	1.0
✓ Swim	STR	1	= 1	+	+
✓ Use Rope	DEX	2	= 2	+	+
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills

**EQUIPMENT**

ITEM	LOCATION	QTY	WT	COST
Bite	Equipped	1	0.0	0.0
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	0.0 gp

**WEIGHT ALLOWANCE**

Light	65	Medium	130	Heavy	195
Lift over head	195	Lift off ground	390	Push / Drag	975

**SPECIAL ABILITIES**

Animal Traits
Link (Ex)
Scent (Ex)
Share Spells (Ex)
Trip (Ex)

**FEATS**

Weapon Focus (Bite)	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Track	To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.

**PROFICIENCIES**

Bite

**LANGUAGES**

## Notes:

Character Sheet Notes: