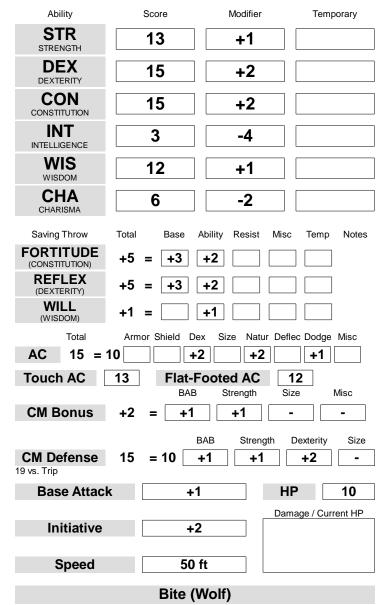
#### Fen

# Wolf - CL2 - CR 1 True Neutral Animal

Main hand: +2, 1d6+1



Crit: ×2 Light, B/P/S





Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Speed greater/less than 30 ft.: +8 to jump				
Appraise	-4	INT (-4)	-	
Bluff	-2	CHA (-2)	-	
<b>U</b> Climb	+1	STR (1)	-	
Diplomacy	-2	CHA (-2)	-	
Disguise	<b>-2</b>	CHA (-2)	-	
Escape Artist	+2	DEX (2)	-	
<b>U</b> Fly	+2	DEX (2)	-	
Heal	+1	WIS (1)	-	
Intimidate	+0	CHA (-2)	2	
Perception	+1	WIS (1)	-	
<b>⊍</b> Ride	+2	DEX (2)	-	
Sense Motive	+1	WIS (1)	-	
<b>U</b> Stealth	+2	DEX (2)	-	
Survival	+1	WIS (1)	-	
<b>U</b> Swim	+1	STR (1)	-	
	_			

#### **Feats**

Dodge

### **Animal Tricks**

Attack [Trick]
Come [Trick]
Defend [Trick]
Down [Trick]
Guard [Trick]
Guarding [Trick]
Heel [Trick]
Track [Trick]

## **Special Abilities**

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

Total Weight Carried: 0/225 lbs, Light Load (Light: 75 lbs, Medium: 150 lbs, Heavy: 225 lbs)

Money

## **Experience & Wealth**

Current Cash: You have no money! Reputation: Fame: 0, PP: 0, 100 miles.