

## Onica

Player: Jody Fletcher

Female elf druid 5 - CR 4

Neutral Good Humanoid (Elf); Deity: **Erastil**; Age: **127**;  
Height: **6' 3"**; Weight: **106lb.**; Eyes: **Amber**; Hair: **Copper**;  
Skin: **Tanned**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>10</b>	<b>0</b>	
<b>DEX</b> DEXTERITY	<b>16</b>	<b>+3</b>	
<b>CON</b> CONSTITUTION	<b>13</b>	<b>+1</b>	
<b>INT</b> INTELLIGENCE	<b>18</b>	<b>+4</b>	
<b>WIS</b> WISDOM	<b>16</b>	<b>+3</b>	
<b>CHA</b> CHARISMA	<b>12</b>	<b>+1</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+5</b>	<b>=</b>	<b>+4</b>	<b>+1</b>			

Elven Immunities: +2 vs. enchantments, **Resist Nature's Lure**: +4 vs. fey and plant-targeted effects

<b>REFLEX</b> (DEXTERITY)	<b>+4</b>	<b>=</b>	<b>+1</b>	<b>+3</b>			
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Elven Immunities: +2 vs. enchantments, **Resist Nature's Lure**: +4 vs. fey and plant-targeted effects

<b>WILL</b> (WISDOM)	<b>+7</b>	<b>=</b>	<b>+4</b>	<b>+3</b>			
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Elven Immunities: +2 vs. enchantments, **Resist Nature's Lure**: +4 vs. fey and plant-targeted effects

Elven Immunities	Elven Immunities - Sleep
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Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> <b>17</b>	<b>=</b>	<b>10</b>	<b>+3</b>	<b>+1</b>	<b>+3</b>			

<b>Touch AC</b>	<b>13</b>	<b>Flat-Footed AC</b>	<b>14</b>
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CM Bonus	BAB	Strength	Size	Misc
<b>+3</b>	<b>=</b>	<b>+3</b>	<b>+0</b>	<b>-</b>

CM Defense	BAB	Strength	Dexterity	Size
<b>16</b>	<b>=</b>	<b>10</b>	<b>+3</b>	<b>+0</b>

<b>Base Attack</b>	<b>+3</b>	<b>HP</b>	<b>37</b>
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Initiative	Damage / Current HP
<b>+3</b>	

<b>Speed</b>	<b>30 / 20 ft</b>
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### Dagger

Main hand: **+3, 1d4** Crit: 19-20/x2

Ranged: **+6, 1d4** Rng: 10'  
Light, P/S

### Masterwork longbow

Ranged, both hands: **+7, 1d8** Crit: x3  
Rng: 100'  
2-hand, P



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+5</b>	DEX (3)	-	
Speed greater/less than 30 ft.: -4 to jump				
<b>Appraise</b>	<b>+4</b>	INT (4)	-	
<b>Bluff</b>	<b>+1</b>	CHA (1)	-	
<b>Climb</b>	<b>+1</b>	STR (0)	1	
<b>Diplomacy</b>	<b>+1</b>	CHA (1)	-	
<b>Disguise</b>	<b>+1</b>	CHA (1)	-	
<b>Escape Artist</b>	<b>+0</b>	DEX (3)	-	
<b>Fly</b>	<b>+0</b>	DEX (3)	-	
<b>Handle Animal</b>	<b>+9</b>	CHA (1)	5	
<b>Heal</b>	<b>+10</b>	WIS (3)	4	
<b>Intimidate</b>	<b>+1</b>	CHA (1)	-	
<b>Knowledge (geography)</b>	<b>+9</b>	INT (4)	1	
<b>Knowledge (local)</b>	<b>+7</b>	INT (4)	3	
<b>Knowledge (nature)</b>	<b>+10</b>	INT (4)	1	
<b>Knowledge (nobility)</b>	<b>+5</b>	INT (4)	1	
<b>Knowledge (religion)</b>	<b>+6</b>	INT (4)	2	
<b>Perception</b>	<b>+15</b>	WIS (3)	5	
<b>Perform (sing)</b>	<b>+3</b>	CHA (1)	2	
<b>Ride</b>	<b>+8</b>	DEX (3)	4	
<b>Sense Motive</b>	<b>+5</b>	WIS (3)	2	
<b>Spellcraft</b>	<b>+9</b>	INT (4)	2	
Elven Magic: +2 to identify magic item properties				
<b>Stealth</b>	<b>+3</b>	DEX (3)	3	
<b>Survival</b>	<b>+12</b>	WIS (3)	4	
<b>Swim</b>	<b>-3</b>	STR (0)	-	

## Feats

Armor Proficiency (Light)  
 Armor Proficiency (Medium)  
 Boon Companion (Animal Companion)  
 Boon Companion (Animal Companion)  
 Druid Weapon Proficiencies  
 Elven Weapon Proficiencies  
 Shield Proficiency  
 Spell Focus (Conjuration)

## Traits

Adopted  
 Pioneer (Ride)  
 Scholar of Ruins (Knowledge [geography])

## Silversheen Scimitar

Main hand: **+4, 1d6** Crit: 18-20/x2  
 Both hands: **+4, 1d6** 1-hand, S

## Leather of the Stag Lord

**+3** Max Dex: +6, Armor Check: -  
 Spell Fail: 10%, Light

## Light wooden shield

**+1** Max Dex: -, Armor Check: -1  
 Spell Fail: 5%, Shield

## Gear

**Total Weight Carried: 38/100 lbs, Medium Load**  
**(Light: 33 lbs, Medium: 66 lbs, Heavy: 100 lbs)**

Acid <In: Chest, large (7 @ 23.82 lbs)> 1 lb  
 Alchemist's fire x2 <In: Chest, large (7 @ 23.82 lbs)> 1 lb  
 Arrows x20 <In: Quiver> 0.15 lbs  
 Artisan's outfit <In: Chest, large (7 @ 23.82 lbs)> 4 lbs  
 Belt pouch (9 @ 1 lbs) 0.5 lbs  
 Boots of elvenkind 1 lb  
 Chest, large (7 @ 23.82 lbs) <In: City of Lakehold - 100 lbs  
 Dagger 1 lb  
 Explorer's outfit (Free) -  
 Flint and steel <In: Belt pouch (9 @ 1 lbs)> -  
 Holy symbol, silver (Erastil) 1 lb  
 Leather of the Stag Lord 15 lbs  
 Light shield bash -  
 Light wooden shield 5 lbs  
 Lock, average <In: Chest, large (7 @ 23.82 lbs)> 1 lb  
 Masterwork longbow 3 lbs  
 Money <In: Chest, large (7 @ 23.82 lbs)> 14.82 lbs  
 Oil <In: Belt pouch (9 @ 1 lbs)> 1 lb  
 Oil <In: Chest, large (7 @ 23.82 lbs)> 1 lb  
 Potion of cure moderate wounds <In: Belt pouch (9 @ 1 -  
 Potion of delay poison x2 <In: Belt pouch (9 @ 1 lbs)> -  
 Potion of detect evil (CL 2nd) <In: Belt pouch (9 @ 1 lbs)> -  
 Potion of invisibility x2 <In: Belt pouch (9 @ 1 lbs)> -  
 Quiver -  
 Silversheen Scimitar 4 lbs  
 Stag's helm 3 lbs

## Experience & Wealth

Experience Points: **15010/23000**  
 Current Cash: **741 gp**  
 Reputation: **Fame: 6, PP: 6, 100 miles.**

## Gear

**Total Weight Carried: 38/100 lbs, Medium Load**  
**(Light: 33 lbs, Medium: 66 lbs, Heavy: 100 lbs)**

Tindertwig <In: Belt pouch (9 @ 1 lbs)> -  
 Wand of cure light wounds (CL 2nd, 33 charges) -

## Special Abilities

Elven Magic  
 Improved Empathic Link (Su)  
 Low-Light Vision  
 Pack Bond (Ex)  
 Resist Nature's Lure (Ex)  
 Spontaneous Casting  
 Trackless Step (Ex)  
 Wild Empathy +6 (Ex)  
 Wild Shape (5 hours, 1/day) (Su)  
 Wild Shape (Beast Shape I: Small - Medium animal)  
 Woodland Stride (Ex)

## Tracked Resources

Acid ☐  
 Alchemist's fire ☐  
 Arrows ☐☐☐☐☐☐☐☐☐☐☐☐  
 Dagger ☐  
 Potion of cure moderate wounds ☐  
 Potion of delay poison ☐☐  
 Potion of detect evil (CL 2nd) ☐  
 Potion of invisibility ☐☐  
 Stag's helm ☐  
 Tindertwig ☐  
 Wild Shape (5 hours, 1/day) (Su) ☐

## Languages

Celestial	Elven
Common	Goblin
Draconic	Sylvan
Druidic	

## Spells & Powers

**Druid spells memorized** (CL 5th; concentration +8)  
**Melee Touch +3 Ranged Touch +6**  
**3rd**—burrow<sup>UM</sup> (DC 16), lily pad stride<sup>APG</sup>  
**2nd**—bull's strength, flaming sphere (DC 15), lesser restoration  
**1st**—cure light wounds, magic fang (2), produce flame  
**0th (at will)**—detect magic, detect poison, stabilize, virtue

## Companions

### Fen (Animal Companion), Wolf - CL2 - CR 1

STR **13** (+1), DEX **15** (+2), CON **15** (+2), INT **3** (-4), WIS **12** (+1), CHA **6** (-2); Fortitude **+5**, Reflex **+5**, Will **+1**

HP: 10/10; Init: +2; Speed: 50 feet

Attack Bonus: +1; Armor Class: 15 / 13Tch / 12FI

Intimidate **+0**, Perception **+1**

Bite (Wolf) **Melee +2, 1d6+1, x2**

Special: +4 to Survival when tracking by Scent, Come [Trick], Guarding [Trick], Heel [Trick], Low-Light Vision, Scent (Ex), Track [Trick], Trip (Ex)

### Nigel (Horse, Light) (Horse, light), Horse - CL2 - CR 1

STR **16** (+3), DEX **14** (+2), CON **17** (+3), INT **2** (-4), WIS **13** (+1), CHA **7** (-2); Fortitude **+6**, Reflex **+5**, Will **+1**

HP: 15/15; Init: +2; Speed: 50 feet

Attack Bonus: +0; Armor Class: 11 / 11Tch / 9FI

Perception **+6**

Hooves x2 (Horse) **Melee -2 x2, 1d4+1, x2**

Special: Endurance, Low-Light Vision, Riding [Trick], Run, Scent (Ex)

Charges: Alchemist's fire - **0/1**

### Thunder (Horse, Hvy Combat) (Horse, heavy (combat trained)), Heavy horse (Horse, Heavy +2, Advanced +0) - CL2 - CR 2

STR **20** (+5), DEX **18** (+4), CON **21** (+5), INT **2** (-4), WIS **17** (+3), CHA **11** (0); Fortitude **+8**, Reflex **+7**, Will **+3**

HP: 19/19; Init: +4; Speed: 50 feet

Attack Bonus: +0; Armor Class: 15 / 13Tch / 11FI

Perception **+8**

Bite (Horse, Heavy) **Melee +5, 1d4+5, x2**

Hooves x2 (Horse, Heavy) **Melee +0 x2, 1d6+2, x2**

Special: Combat Riding [Trick], Endurance, Low-Light Vision, Run, Scent (Ex)

Charges: Dagger - **0/1**, Potion of cure moderate wounds - **0/2**, Potion of detect evil (CL 2nd) - **0/1**, Potion of invisibility - **0/2**, Torch - **0/10**, Trail rations - **0/4**

### Tyr (Animal Companion), Wolf - CL5 - CR 4

STR **14** (+2), DEX **16** (+3), CON **15** (+2), INT **3** (-4), WIS **12** (+1), CHA **6** (-2); Fortitude **+6**, Reflex **+7**, Will **+2**

HP: 37/37; Init: +3; Speed: 50 feet

Attack Bonus: +3; Armor Class: 19 / 14Tch / 15FI

Perception **+5**, Stealth **+9**, Swim **+6**

Bite (Wolf) **Melee +5, 1d6+3, x2**

Special: +4 to Survival when tracking by Scent, Attack Any Target [Trick], Coordinated Maneuvers, Defend [Trick], Evasion (Ex), Hunting [Trick], Low-Light Vision, Scent (Ex), Trip (Ex)

## Companions

### Wisp (Animal Companion), Wolf - CL5 - CR 4

STR **14** (+2), DEX **16** (+3), CON **16** (+3), INT **3** (-4), WIS **12** (+1), CHA **6** (-2); Fortitude **+7**, Reflex **+7**, Will **+2**

HP: 41/41; Init: +3; Speed: 50 feet

Attack Bonus: +3; Armor Class: 18 / 14Tch / 14FI

Perception **+8**, Stealth **+7**

Bite (Wolf) **Melee +5, 1d6+3, x2**

Special: +4 to Survival when tracking by Scent, Coordinated Maneuvers, Evasion (Ex), Low-Light Vision, Mobility, Scent (Ex), Trip (Ex)

## Background

Onica was born in Brevoy, her elf, merchant family was financially ruined by House Lebeda and was travelling down the East Sellen River during a storm when the boat bottomed out and sunk quickly.

Her parents and all who knew her dead and barely alive herself she washed ashore and with a broken arm made her way to a human settlement nearby.

Taken in by a fisherman and his wife who had one child of their own. Initially the elders had planned that once healed Onica would travel to Restov to bond with an elven family there. During that winter Onica and her new human brother were exploring some ancient ruins when a cave-in trapped them both underground. While both survived the cave-in they were unable to escape and Geoff was crippled for life by a falling wall that crushed part of his spine. For three days they lived off lichen and the small animals that Onica could catch and cook for the both of them. The experience brought Onica and Geoff close together. Eventually, Onica found a way out through an ancient elven mining tunnel and returned with help.

After this point, Onica and Geoff were inseparable, Geoff grew up and with Onica's constant aid learned how to adapt to his physical handicap. Geoff's had a quick mind and he grew skilled with making many engineering advancements within town and the region. Alas, while Geoff was growing up, Onica was still going through elf childhood. He soon married and had a number of children, who also grew into adulthood while Onica still appeared in her teens. Onica continued to aid her family being a faithful daughter, sister and aunt. During this time, Onica would learn about the world and her elven heritage as well as become fluent in a number of languages due to her interactions with those who journeyed to visit her brother and his inventions.

As she grew, her desire to learn and explore shifted from the ancient elven tunnel she and Geoff had once fallen into, to the many elven ruins in southern Brevoy. Time moved on, her adopted parents died and as Geoff's hair started to gray she knew it was growing time to move on. While she loved her brother's children, and they her, she couldn't bear the thought of seeing them die, and their children die and her still a young adult. At her brother's deathbed, she sat with his wife and watched as the light left the eyes of the only brother she had known. Bidding farewell she left town that night and went into the forest to study ruins, learn about nature and her place in the world. Soon, she found herself assisting a human druid manage a part of Southern Brevoy into the River Kingdoms. Learning the ways of the Druids, Onica nurtured the ecology around her, and came to understand and experience the change of tempo from the frantic human existence to a longer, elven one.

## Fen

**Wolf - CL2 - CR 1**  
True Neutral Animal



Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>13</b>	<b>+1</b>	
<b>DEX</b> DEXTERITY	<b>15</b>	<b>+2</b>	
<b>CON</b> CONSTITUTION	<b>15</b>	<b>+2</b>	
<b>INT</b> INTELLIGENCE	<b>3</b>	<b>-4</b>	
<b>WIS</b> WISDOM	<b>12</b>	<b>+1</b>	
<b>CHA</b> CHARISMA	<b>6</b>	<b>-2</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+5</b>	=	<b>+3</b>	<b>+2</b>			
<b>REFLEX</b> (DEXTERITY)	<b>+5</b>	=	<b>+3</b>	<b>+2</b>			
<b>WILL</b> (WISDOM)	<b>+1</b>	=		<b>+1</b>			

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b>	<b>15</b>	=	<b>10</b>		<b>+2</b>		<b>+2</b>	<b>+1</b>	

<b>Touch AC</b>	<b>13</b>	<b>Flat-Footed AC</b>	<b>12</b>	
		BAB	Strength	Size
				Misc

<b>CM Bonus</b>	<b>+2</b>	=	<b>+1</b>	<b>+1</b>	-	-
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			BAB	Strength	Dexterity	Size
<b>CM Defense</b>	<b>15</b>	<b>= 10</b>	<b>+1</b>	<b>+1</b>	<b>+2</b>	<b>-</b>

19 vs. Trip

19 vs. Trip

<b>Base Attack</b>	<b>+1</b>	<b>HP</b>	<b>10</b>
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<b>Initiative</b>	<b>+2</b>	Damage / Current HP
<b>Speed</b>	<b>50 ft</b>	

### Bite (Wolf)

Main hand: **+2, 1d6+1**

Crit: **x2**  
Light, B/P/S

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

## Nigel (Horse, Light)

Horse - CL2 - CR 1

True Neutral Animal

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>16</b>	<b>+3</b>	
<b>DEX</b> DEXTERITY	<b>14</b>	<b>+2</b>	
<b>CON</b> CONSTITUTION	<b>17</b>	<b>+3</b>	
<b>Endurance:</b> +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath			
<b>INT</b> INTELLIGENCE	<b>2</b>	<b>-4</b>	
<b>WIS</b> WISDOM	<b>13</b>	<b>+1</b>	
<b>CHA</b> CHARISMA	<b>7</b>	<b>-2</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+6</b>	<b>=</b>	<b>+3</b>	<b>+3</b>			

**Endurance:** +4 vs. hot or cold environments and to resist damage from suffocation

<b>REFLEX</b> (DEXTERITY)	<b>+5</b>	<b>=</b>	<b>+3</b>	<b>+2</b>			
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<b>WILL</b> (WISDOM)	<b>+1</b>	<b>=</b>		<b>+1</b>			
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Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b>	<b>11</b>	<b>=</b>	<b>10</b>		<b>+2</b>	<b>-1</b>		

<b>Touch AC</b>	<b>11</b>	<b>Flat-Footed AC</b>	<b>9</b>
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CM Bonus	BAB	Strength	Size	Misc
<b>+5</b>	<b>=</b>	<b>+1</b>	<b>+3</b>	<b>+1</b>

CM Defense	BAB	Strength	Dexterity	Size
<b>17</b>	<b>=</b>	<b>10</b>	<b>+1</b>	<b>+3</b>

21 vs. Trip

<b>Base Attack</b>	<b>+1</b>	<b>HP</b>	<b>15</b>
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<b>Initiative</b>	<b>+2</b>	<b>Damage / Current HP</b>	
<b>Speed</b>	<b>50 ft</b>		

### Hooves x2 (Horse)

Main hand: **-2, 1d4+1**

Crit: **x2**  
Light, B



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+2</b>	DEX (2)	-	
<b>Run:</b> +4 to jump with a running start, <b>Speed greater/less than 30 ft.:</b> +8 to jump				
<b>Appraise</b>	<b>-4</b>	INT (-4)	-	
<b>Bluff</b>	<b>-2</b>	CHA (-2)	-	
<b>Climb</b>	<b>+3</b>	STR (3)	-	
<b>Diplomacy</b>	<b>-2</b>	CHA (-2)	-	
<b>Disguise</b>	<b>-2</b>	CHA (-2)	-	
<b>Escape Artist</b>	<b>+2</b>	DEX (2)	-	
<b>Fly</b>	<b>+0</b>	DEX (2)	-	
<b>Heal</b>	<b>+1</b>	WIS (1)	-	
<b>Intimidate</b>	<b>-2</b>	CHA (-2)	-	
<b>Perception</b>	<b>+6</b>	WIS (1)	2	
<b>Ride</b>	<b>+2</b>	DEX (2)	-	
<b>Sense Motive</b>	<b>+1</b>	WIS (1)	-	
<b>Stealth</b>	<b>-2</b>	DEX (2)	-	
<b>Survival</b>	<b>+1</b>	WIS (1)	-	
<b>Swim</b>	<b>+3</b>	STR (3)	-	

**Endurance:** +4 to resist nonlethal damage from exhaustion

### Feats

Endurance  
Run

### Animal Tricks

Come [Trick]  
Heel [Trick]  
Riding [Trick]  
Stay [Trick]

### Special Abilities

Low-Light Vision  
Scent (Ex)

### Gear

**Total Weight Carried: 42/690 lbs, Light Load**  
**(Light: 228 lbs, Medium: 459 lbs, Heavy: 690 lbs)**

Alchemist's fire <In: Saddlebags (3 @ 3 lbs)>	1 lb
Bit and bridle	1 lb
Blanket	1 lb
Blanket	1 lb
Blanket, winter	3 lbs
Money	-
Oil x2 <In: Saddlebags (3 @ 3 lbs)>	1 lb
Riding saddle (empty)	25 lbs
Saddlebags (3 @ 3 lbs)	8 lbs

### Experience & Wealth

Experience Points: 0/5000

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

Reputation: **Fame: 0, PP: 0, 100 miles.**

### Tracked Resources

Alchemist's fire ☐



## Thunder (Horse, Hvy Combat)

Heavy horse (Horse, Heavy +2, Advanced +0) - CL2 - CR 2  
True Neutral Animal

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	20	+5	
<b>DEX</b> DEXTERITY	18	+4	
<b>CON</b> CONSTITUTION	21	+5	
<b>Endurance:</b> +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath			
<b>INT</b> INTELLIGENCE	2	-4	
<b>WIS</b> WISDOM	17	+3	
<b>CHA</b> CHARISMA	11	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+8 =	+3	+5				<b>Endurance:</b> +4 vs. hot or cold environments and to resist damage from suffocation
<b>REFLEX</b> (DEXTERITY)	+7 =	+3	+4				
<b>WILL</b> (WISDOM)	+3 =		+3				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 15 = 10			+4	-1	+2			

<b>Touch AC</b> 13	<b>Flat-Footed AC</b> 11
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CM Bonus	+7 =	BAB	Strength	Size	Misc
		+1	+5	+1	-

CM Defense	21 = 10	BAB	Strength	Dexterity	Size
		+1	+5	+4	+1

25 vs. Trip

<b>Base Attack</b>	+1	<b>HP</b>	19
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<b>Initiative</b>	+4	<b>Damage / Current HP</b>	
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<b>Speed</b>	50 ft
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### Bite (Horse, Heavy)

Main hand: +5, 1d4+5 Crit: x2  
Light, B/P/S

### Dagger

Main hand: -1, 1d4+5 Crit: 19-20/x2  
Both hands: -1, 1d4+7 Rng: 10'  
N/A, P/S

Ranged: -2, 1d4+5

Ranged, both hands: -2, 1d4+7



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+4	DEX (4)	-	
<b>Run:</b> +4 to jump with a running start, <b>Speed greater/less than 30 ft.:</b> +8 to jump				
<b>Appraise</b>	-4	INT (-4)	-	
<b>Bluff</b>	+0	CHA (0)	-	
<b>Climb</b>	+5	STR (5)	-	
<b>Diplomacy</b>	+0	CHA (0)	-	
<b>Disguise</b>	+0	CHA (0)	-	
<b>Escape Artist</b>	+4	DEX (4)	-	
<b>Fly</b>	+2	DEX (4)	-	
<b>Heal</b>	+3	WIS (3)	-	
<b>Intimidate</b>	+0	CHA (0)	-	
<b>Perception</b>	+8	WIS (3)	2	
<b>Ride</b>	+4	DEX (4)	-	
<b>Sense Motive</b>	+3	WIS (3)	-	
<b>Stealth</b>	+0	DEX (4)	-	
<b>Survival</b>	+3	WIS (3)	-	
<b>Swim</b>	+5	STR (5)	-	
<b>Endurance:</b> +4 to resist nonlethal damage from exhaustion				

### Feats

Endurance  
Run

### Animal Tricks

Attack [Trick]  
Combat Riding [Trick]  
Come [Trick]  
Defend [Trick]  
Down [Trick]  
Guard [Trick]  
Heel [Trick]

### Special Abilities

Low-Light Vision  
Scent (Ex)

### Hooves x2 (Horse, Heavy)

Main hand: **+0, 1d6+2**

Crit: x2  
Light, B

### Masterwork cold iron sickle

Main hand: **+0, 1d6+5**

Both hands: **+0, 1d6+7**

Crit: x2  
N/A, S, Trip

### Scimitar

Main hand: **-1, 1d6+5**

Crit: 18-20/x2  
Light, S

### Gear

**Total Weight Carried: 49/1200 lbs, Light Load**

**(Light: 399 lbs, Medium: 798 lbs, Heavy: 1200 lbs)**

Backpack (empty) <In: Saddlebags (22 @ 30 lbs)>	2 lbs
Blanket	1 lb
Blanket, winter	3 lbs
Dagger	1 lb
Masterwork cold iron sickle	2 lbs
Money	-
Oil x5 <In: Saddlebags (22 @ 30 lbs)>	1 lb
Potion of cure moderate wounds x2	-
Potion of detect evil (CL 2nd)	-
Potion of invisibility x2	-
Saddlebags (22 @ 30 lbs)	8 lbs
Scimitar	4 lbs
Silk rope <In: Saddlebags (22 @ 30 lbs)>	5 lbs
Torch x10 <In: Saddlebags (22 @ 30 lbs)>	1 lb
Trail rations x4 <In: Saddlebags (22 @ 30 lbs)>	1 lb
Waterskin <In: Saddlebags (22 @ 30 lbs)>	4 lbs

### Tracked Resources

Dagger	<input type="checkbox"/>
Potion of cure moderate wounds	<input type="checkbox"/> <input type="checkbox"/>
Potion of detect evil (CL 2nd)	<input type="checkbox"/>
Potion of invisibility	<input type="checkbox"/> <input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

### Experience & Wealth

Experience Points: **0/5000**

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

Reputation: **Fame: 2, PP: 2, 100 miles.**

# Tyr



**Wolf - CL5 - CR 4**  
True Neutral Animal

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>14</b>	<b>+2</b>	
<b>DEX</b> DEXTERITY	<b>16</b>	<b>+3</b>	
<b>CON</b> CONSTITUTION	<b>15</b>	<b>+2</b>	
<b>INT</b> INTELLIGENCE	<b>3</b>	<b>-4</b>	
<b>WIS</b> WISDOM	<b>12</b>	<b>+1</b>	
<b>CHA</b> CHARISMA	<b>6</b>	<b>-2</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+6</b>	=	<b>+4</b>	<b>+2</b>			
<b>REFLEX</b> (DEXTERITY)	<b>+7</b>	=	<b>+4</b>	<b>+3</b>			
<b>WILL</b> (WISDOM)	<b>+2</b>	=	<b>+1</b>	<b>+1</b>			

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b>	<b>19</b>	=	<b>10</b>		<b>+3</b>		<b>+5</b>	<b>+1</b>	

<b>Touch AC</b>	<b>14</b>	<b>Flat-Footed AC</b>	<b>15</b>		
		BAB	Strength	Size	Misc

<b>CM Bonus</b>	<b>+5</b>	=	<b>+3</b>	<b>+2</b>	-	-
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<b>CM Defense</b>	<b>19</b>	=	<b>10</b>	BAB	Strength	Dexterity	Size
				<b>+3</b>	<b>+2</b>	<b>+3</b>	-

23 vs. Trip

<b>Base Attack</b>	<b>+3</b>	<b>HP</b>	<b>37</b>
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<b>Initiative</b>	<b>+3</b>	Damage / Current HP
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<b>Speed</b>	<b>50 ft</b>
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## Bite (Wolf)

Main hand: **+5, 1d6+3**

Crit: x2  
Light, B/P/S

Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+3</b>	DEX (3)	-	
Speed greater/less than 30 ft.: +8 to jump				
<b>Appraise</b>	<b>-4</b>	INT (-4)	-	
<b>Bluff</b>	<b>-2</b>	CHA (-2)	-	
<b>Climb</b>	<b>+2</b>	STR (2)	-	
<b>Diplomacy</b>	<b>-2</b>	CHA (-2)	-	
<b>Disguise</b>	<b>-2</b>	CHA (-2)	-	
<b>Escape Artist</b>	<b>+3</b>	DEX (3)	-	
<b>Fly</b>	<b>+3</b>	DEX (3)	-	
<b>Heal</b>	<b>+1</b>	WIS (1)	-	
<b>Intimidate</b>	<b>-2</b>	CHA (-2)	-	
<b>Perception</b>	<b>+5</b>	WIS (1)	1	
<b>Ride</b>	<b>+3</b>	DEX (3)	-	
<b>Sense Motive</b>	<b>+1</b>	WIS (1)	-	
<b>Stealth</b>	<b>+9</b>	DEX (3)	3	
<b>Survival</b>	<b>+1</b>	WIS (1)	-	
<b>Swim</b>	<b>+6</b>	STR (2)	1	

## Feats

Coordinated Maneuvers  
Dodge  
Improved Natural Armor

## Animal Tricks

Attack [Trick]  
Attack Any Target [Trick]  
Defend [Trick]  
Down [Trick]  
Fetch [Trick]  
Heel [Trick]  
Hunting [Trick]  
Seek [Trick]  
Track [Trick]

## Special Abilities

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

### Gear

**Total Weight Carried: 0/262.5 lbs, Light Load**  
**(Light: 87 lbs, Medium: 174 lbs, Heavy: 262.5 lbs)**  
Money -

### Experience & Wealth

Current Cash: **You have no money!**  
Reputation: **Fame: 3, PP: 3, 100 miles.**

## Wisp

**Wolf - CL5 - CR 4**  
True Neutral Animal



Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>14</b>	<b>+2</b>	
<b>DEX</b> DEXTERITY	<b>16</b>	<b>+3</b>	
<b>CON</b> CONSTITUTION	<b>16</b>	<b>+3</b>	
<b>INT</b> INTELLIGENCE	<b>3</b>	<b>-4</b>	
<b>WIS</b> WISDOM	<b>12</b>	<b>+1</b>	
<b>CHA</b> CHARISMA	<b>6</b>	<b>-2</b>	

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

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b>	<b>18</b>	=	<b>10</b>		<b>+3</b>		<b>+4</b>	<b>+1</b>	

<b>Touch AC</b>	<b>14</b>	<b>Flat-Footed AC</b>	<b>14</b>
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**Mobility:** +4 Dodge bonus vs. Attacks of Opportunity because you moved out of or within a threatened area

		BAB	Strength	Size	Misc
<b>CM Bonus</b>	<b>+5</b>	=	<b>+3</b>	<b>+2</b>	<b>-</b>

		BAB	Strength	Dexterity	Size
<b>CM Defense</b>	<b>19</b>	=	<b>10</b>	<b>+3</b>	<b>+2</b>

23 vs. Trip  
See the AC section (above) for situational modifiers that may also apply to CMD

<b>Base Attack</b>	<b>+3</b>	<b>HP</b>	<b>41</b>
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<b>Initiative</b>	<b>+3</b>	Damage / Current HP
<b>Speed</b>	<b>50 ft</b>	

### Bite (Wolf)

Main hand: **+5, 1d6+3**

Crit: **x2**  
Light, B/P/S

Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+3</b>	DEX (3)	-	
Speed greater/less than 30 ft.: +8 to jump				
<b>Appraise</b>	<b>-4</b>	INT (-4)	-	
<b>Bluff</b>	<b>-2</b>	CHA (-2)	-	
<b>Climb</b>	<b>+2</b>	STR (2)	-	
<b>Diplomacy</b>	<b>-2</b>	CHA (-2)	-	
<b>Disguise</b>	<b>-2</b>	CHA (-2)	-	
<b>Escape Artist</b>	<b>+3</b>	DEX (3)	-	
<b>Fly</b>	<b>+3</b>	DEX (3)	-	
<b>Heal</b>	<b>+1</b>	WIS (1)	-	
<b>Intimidate</b>	<b>-2</b>	CHA (-2)	-	
<b>Perception</b>	<b>+8</b>	WIS (1)	4	
<b>Ride</b>	<b>+3</b>	DEX (3)	-	
<b>Sense Motive</b>	<b>+1</b>	WIS (1)	-	
<b>Stealth</b>	<b>+7</b>	DEX (3)	1	
<b>Survival</b>	<b>+1</b>	WIS (1)	-	
<b>Swim</b>	<b>+2</b>	STR (2)	-	

### Feats

Coordinated Maneuvers  
Dodge  
Mobility

### Special Abilities

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

### Gear

**Total Weight Carried: 0/262.5 lbs, Light Load**  
**(Light: 87 lbs, Medium: 174 lbs, Heavy: 262.5 lbs)**  
Money -

### Experience & Wealth

Current Cash: **You have no money!**  
Reputation: **Fame: 3, PP: 3, 100 miles.**