

Wisp



Wolf - CL5 - CR 4
True Neutral Animal

Ability	Score	Modifier	Temporary
STR <small>STRENGTH</small>	<input type="text" value="14"/>	<input type="text" value="+2"/>	<input type="text"/>
DEX <small>DEXTERITY</small>	<input type="text" value="16"/>	<input type="text" value="+3"/>	<input type="text"/>
CON <small>CONSTITUTION</small>	<input type="text" value="16"/>	<input type="text" value="+3"/>	<input type="text"/>
INT <small>INTELLIGENCE</small>	<input type="text" value="3"/>	<input type="text" value="-4"/>	<input type="text"/>
WIS <small>WISDOM</small>	<input type="text" value="12"/>	<input type="text" value="+1"/>	<input type="text"/>
CHA <small>CHARISMA</small>	<input type="text" value="6"/>	<input type="text" value="-2"/>	<input type="text"/>

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE <small>(CONSTITUTION)</small>	+7	=	<input type="text" value="+4"/>	<input type="text" value="+3"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
REFLEX <small>(DEXTERITY)</small>	+7	=	<input type="text" value="+4"/>	<input type="text" value="+3"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
WILL <small>(WISDOM)</small>	+2	=	<input type="text" value="+1"/>	<input type="text" value="+1"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 18	=	<input type="text" value="10"/>	<input type="text"/>	<input type="text" value="+3"/>	<input type="text"/>	<input type="text" value="+4"/>	<input type="text" value="+1"/>	<input type="text"/>

Touch AC **Flat-Footed AC**

Mobility: +4 Dodge bonus vs. Attacks of Opportunity because you moved out of or within a threatened area

CM Bonus	BAB	Strength	Size	Misc
+5	=	<input type="text" value="+3"/>	<input type="text" value="+2"/>	<input type="text" value="-"/>

CM Defense	BAB	Strength	Dexterity	Size
19	=	<input type="text" value="10"/>	<input type="text" value="+3"/>	<input type="text" value="+2"/>

23 vs. Trip

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

Base Attack	<input type="text" value="+3"/>	HP	<input type="text" value="41"/>
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Initiative	<input type="text" value="+3"/>	Damage / Current HP <input style="width: 100%; height: 100%;" type="text"/>
Speed	<input type="text" value="50 ft"/>	

Bite (Wolf)

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

Crit: x2
Light, B/P/S

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