

Tyr - Pack Member 1 of Onica

CHARACTER NAME

Animal 2

CLASS

2 / 0

Character Level / CR

0 / 5000

EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
<b>STR</b> Strength	13		+1		
<b>DEX</b> Dexterity	15		+2		
<b>CON</b> Constitution	15		+2		
<b>INT</b> Intelligence	2		-4		
<b>WIS</b> Wisdom	12		+1		
<b>CHA</b> Charisma	6		-2		

SAVING THROWS

<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	+	

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

Conditional Modifiers

**MELEE**  
attack bonus

TOTAL

+2

= +1

+ +1

+ +0

+ +0

+ +0

+ +0

+ +0

+ +0

+ +0

+ +0

**RANGED**  
attack bonus

+3

= +1

+ +2

+ +0

+ +0

+ +0

+ +0

+ +0

+ +0

+ +0

+ +0

**CMB**  
attack bonus

+2

= +1

+ +1

+ +0

+ +0

+ +0

+ +0

+ +0

+ +0

+ +0

+ +0

Offense

GRAPPLE

+2

TRIP

+2

DISARM

+2

SUNDER

+2

BULL RUSH

+2

OVERRUN

+2

Defense

14

18

14

14

14

14

\*: 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

Jody

PLAYER NAME

Companion Wolf

RACE

0

AGE

Medium / 5 ft. by 5 ft.

SIZE / FACE

Male

GENDER

DEITY

0' 0"

HEIGHT

EYES

None

REGION

0 lbs.

WEIGHT

HAIR

None

ALIGNMENT

Low-Light

VISION

POINTS

<b>HP</b> hit points	15	WOUNDS/CURRENT HP			
<b>AC</b> armor class	14	12	12	10	0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS

<b>INITIATIVE</b> modifier	+2	=	+2	+	+0
TOTAL			DEX MODIFIER		MISC MODIFIER

<b>BASE ATTACK</b> bonus	+1
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SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED							
								Walk 50 ft.							
+	0	+	2	+	0	+	2	+	0	+	0	+	0	+	0
SHIELD BONUS		STAT		SIZE		NATURAL ARMOR		DEFLECTION		DODGE		MISC		MISS CHANCE	
												ARCANE SPELL FAILURE		ARMOR CHECK PENALTY	
														SPELL RESIST	

TOTAL SKILLPOINTS: 2		SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS: 2/2	RANKS	MISC MODIFIER
✓	Acrobatics			DEX	2	=	2		
✓	Acrobatics (Jump)			DEX	10	=	2		+ 8
✓	Appraise			INT	-4	=	-4		
✓	Bluff			CHA	-2	=	-2		
✓	Climb			STR	1	=	1		
✓	Craft (Untrained)			INT	-4	=	-4		
✓	Diplomacy			CHA	-2	=	-2		
✓	Disguise			CHA	-2	=	-2		
✓	Escape Artist			DEX	2	=	2		
✓	Fly			DEX	2	=	2		
✓	Heal			WIS	1	=	1		
✓	Intimidate			CHA	-2	=	-2		
✓	Perception			WIS	5	=	1 + 1 + 3		
✓	Perform (Untrained)			CHA	-2	=	-2		
✓	Ride			DEX	2	=	2		
✓	Sense Motive			WIS	1	=	1		
✓	Stealth			DEX	6	=	2 + 1 + 3		
✓	Survival			WIS	1	=	1		
✓	Swim			STR	1	=	1		
						=	+		+
						=	+		+

✓: can be used untrained. X: exclusive skills. \*: Skill Mastery.

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
TOTAL WEIGHT CARRIED/VALUE				0 lbs. / 0 gp
WEIGHT ALLOWANCE				
Light 75	Medium 150	Heavy 225		
Lift over head 225	Lift off ground 450	Push / Drag 1125		
LANGUAGES				
Animal Tricks				
<b>Hunting</b>		[Paizo Publishing - Core Rulebook, p.98]		
An animal trained for hunting knows the tricks attack, down, fetch, heel, seek, and track. Training an animal for hunting takes 6 weeks.				
<b>Attack</b>		[Paizo Publishing - Core Rulebook, p.97]		
The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.				
<b>Come</b>		[Paizo Publishing - Core Rulebook, p.97]		
The animal comes to you, even if it normally would not do so.				
<b>Down</b>		[Paizo Publishing - Core Rulebook, p.97]		
The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.				
<b>Fetch</b>		[Paizo Publishing - Core Rulebook, p.97]		
The animal goes and gets something. If you do not point out a specific item, the animal fetches a random object.				
<b>Heel</b>		[Paizo Publishing - Core Rulebook, p.97]		
The animal follows you closely, even to places where it normally wouldn't go.				
<b>Seek</b>		[Paizo Publishing - Core Rulebook, p.97]		
The animal moves into an area and looks around for anything that is obviously alive or animate.				
<b>Track</b>		[Paizo Publishing - Core Rulebook, p.97]		
The animal tracks the scent presented to it. (This requires the animal to have the scent ability.)				
Special Attacks				
<b>Trip (Ex)</b>		[Paizo Publishing - Bestiary, p.305]		
You can attempt to trip your opponent as a free action without provoking an attack of opportunity if you hit with the specified attack. If the attempt fails, you are not tripped in return.				

Special Qualities	
<b>Hunting</b>	[Paizo Publishing - Core Rulebook, p.98]
An animal trained for hunting knows the tricks attack, down, fetch, heel, seek, and track. Training an animal for hunting takes 6 weeks.	
<b>Bonus Tricks</b>	[Paizo Publishing - Core Rulebook, p.52]
1	
<b>Link (Ex)</b>	[Paizo Publishing - Core Rulebook, p.52]
A master can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The master gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.	
<b>Low-Light Vision (Ex)</b>	[Paizo Publishing - Core Rulebook]
You can see 2x as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.	
<b>Scent (Ex)</b>	[Paizo Publishing - Bestiary, p.304]
You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors just as humans do familiar sights. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When you detect a scent, the exact location of the source is not revealed--only its presence somewhere within range. You can take a move action to note the direction of the scent. When you are within 5 feet of the source, you pinpoint the source's location. You can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. When tracking by scent you ignore the effects of surface conditions and poor visibility.	
<b>Share Spells (Ex)</b>	[Paizo Publishing - Core Rulebook, p.52]
The master may cast a spell with a target of "You" on her animal companion (as a spell with a range of touch) instead of on herself. A master may cast spells on her animal companion even if the spells normally do not affect creatures of the companion's type (animal). Spells cast in this way must come from a class that grants an animal companion. This ability does not allow the animal to share abilities that are not spells, even if they function like spells.	
Feats	
<b>Coordinated Maneuvers</b>	[Paizo Publishing LLC - Advanced Player's Guide, p.156]
Whenever you are adjacent to an ally who also has this feat, you receive a +2 competence bonus on all combat maneuver checks. This bonus increases to +4 when attempting to break free from a grapple.	

PROFICIENCIES
TEMPLATES

Tyr- Pack Member 1 of Onica



Companion Wolf
RACE
0
AGE
Male
GENDER
Low-Light
VISION
None
ALIGNMENT
Right
DOMINANT HAND
0' 0"
HEIGHT
0 lbs.
WEIGHT
EYE COLOUR
SKIN COLOUR
,
HAIR
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION

Description:  
Biography: