

Tyr



Wolf - CL5 - CR 4
True Neutral Animal

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

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

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

Touch AC	14	Flat-Footed AC	15		
		BAB	Strength	Size	Misc

CM Bonus	+5	=	+3	+2	-	-
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CM Defense	19	=	10	BAB	Strength	Dexterity	Size
				+3	+2	+3	-

23 vs. Trip

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

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

Crit: x2
Light, B/P/S

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+3	DEX (3)	-	
Speed greater/less than 30 ft.: +8 to jump				
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	+5	WIS (1)	1	
Ride	+3	DEX (3)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	+9	DEX (3)	3	
Survival	+1	WIS (1)	-	
Swim	+6	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.**