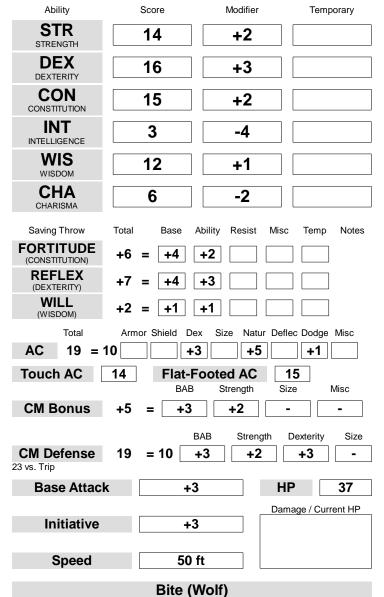
### Tyr

# Wolf - CL5 - CR 4 True Neutral Animal

Main hand: +5, 1d6+3



Crit: ×2 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)	-	
<b>UClimb</b>	+2	STR (2)	-	
Diplomacy	-2	CHA (-2)	-	
Disguise	-2	CHA (-2)	-	
<b>♥</b> Escape Artist	+3	DEX (3)	-	
<b>⊎</b> Fly	+3	DEX (3)	-	
Heal	+1	WIS (1)	-	
Intimidate	-2	CHA (-2)	-	
Perception	+5	WIS (1)	1	
<b>♥</b> Ride	+3	DEX (3)	-	
Sense Motive	+1	WIS (1)	-	
<b>♥</b> Stealth	+9	DEX (3)	3	
Survival	+1	WIS (1)	-	
<b>⊍</b> 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.

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