

Wisp

CHARACTER NAME

Animal 3

CLASS

3 / 0

0 / 9000

Character Level / CR

EXP / NEXT LEVEL

STR

Strength

13

+1

DEX

Dexterity

15

+2

CON

Constitution

15

+2

INT

Intelligence

2

-4

WIS

Wisdom

12

+1

CHA

Charisma

6

-2

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MSC

EPIC

TEMP

Conditional Modifiers

FORTITUDE

(constitution)

+5

=

+3

+

+2

+

+0

+

+0

+

+0

REFLEX

(dexterity)

+5

=

+3

+

+2

+

+0

+

+0

+

+0

WILL

(wisdom)

+2

=

+1

+

+1

+

+0

+

+0

+

+0

MELEE

attack bonus

+3

=

+2

+

+1

+

+0

+

+0

+

+0

RANGED

attack bonus

+4

=

+2

+

+2

+

+0

+

+0

+

+0

CMB

attack bonus

+3

=

+2

+

+1

+

+0

+

+0

+

GRAPPLE

TRIP

DISARM

SUNDER

BULL RUSH

OVERRUN

Offense

+3

+3

+3

+3

+3

+3

Defense

16

20

16

16

16

16

WOUNDS

CURRENT HP

HP

hit points

13

AC

armor class

15

12

13

=

10

+

0

+

0

+

2

+

0

+

2

+

0

+

1

+

0

INITIATIVE

modifier

+2

=

+2

+

+0

BASE ATTACK

bonus

+2

DEITY

None

REGION

None

ALIGNMENT

None

Medium / 5 ft. by 5 ft.

Companion Wolf

0' 0"

0 lbs.

Low-Light Vision

SIZE / FACE

RACE

2

Female

HEIGHT

WEIGHT

AGE

GENDER

EYES

HAIR

POINTS

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 50 ft.

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

TOTAL SKILLPOINTS: 3

SKILLS

MAX RANKS: 3/3

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MSC 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

7

=

2

+

2

+

3

Survival

WIS

1

=

1

Swim

STR

1

=

1

=

+

+

=

+

+

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

*: 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.

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				
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Animal Tricks	
Hunting	[Paizo Inc. - 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.	
Attack	[Paizo Inc. - 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.	
Come	[Paizo Inc. - Core Rulebook, p.97]
The animal comes to you, even if it normally would not do so.	
Down	[Paizo Inc. - 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.	
Fetch	[Paizo Inc. - 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.	
Heel	[Paizo Inc. - Core Rulebook, p.97]
The animal follows you closely, even to places where it normally wouldn't go.	
Seek	[Paizo Inc. - Core Rulebook, p.97]
The animal moves into an area and looks around for anything that is obviously alive or animate.	
Track	[Paizo Inc. - Core Rulebook, p.97]
The animal tracks the scent presented to it. (This requires the animal to have the scent ability.)	

Special Attacks	
Trip (Ex)	[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	
Hunting	[Paizo Inc. - 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.	
Bonus Tricks	[Paizo Inc. - Core Rulebook, p.52]
1	
Link (Ex)	[Paizo Inc. - 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.	
Low-Light Vision (Ex)	[Bestiary]
You can see x2 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.	
Scent (Ex)	[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.	
Share Spells (Ex)	[Paizo Inc. - 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	
Coordinated Maneuvers	[Paizo Inc. - 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.	
Dodge	[Paizo Inc. - Core Rulebook, p.122]
You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.	

PROFICIENCIES	
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TEMPLATES	
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Wisp



Companion Wolf
RACE
2
AGE
Female
GENDER
Low-Light Vision
VISION
None
ALIGNMENT
Right
DOMINANT HAND
0' 0"
HEIGHT
0 lbs.
WEIGHT
EYE COLOUR
SKIN COLOUR
1
HAIR
PHOBIAS
1
PERSONALITY TRAITS
INTERESTS
1
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION

Description:
Biography: