

Onica

Player: Jody Fletcher

Female elf druid 6 - CR 5

Neutral Good Humanoid (Elf); Deity: **Erastil**; Age: **127**;
Height: **6' 3"**; Weight: **106lb.**; Eyes: **Amber**; Hair: **Copper**;
Skin: **Tanned**

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	18	+4	
WIS WISDOM	16	+3	
CHA CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+6	=	+5	+1			
Elven Immunities: +2 vs. enchantments, Resist Nature's Lure: +4 vs. fey and plant-targeted effects							

REFLEX (DEXTERITY)	+5	=	+2	+3			
Elven Immunities: +2 vs. enchantments, Resist Nature's Lure: +4 vs. fey and plant-targeted effects							

WILL (WISDOM)	+8	=	+5	+3			
Elven Immunities: +2 vs. enchantments, Resist Nature's Lure: +4 vs. fey and plant-targeted effects							

Elven Immunities

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	19	=	+6	+2	+1			

Touch AC	11	Flat-Footed AC	18		
		BAB	Strength	Size	Misc

CM Bonus	+4	=	+4	+0	-	-
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CM Defense	17	=	10	+4	+0	+3	-
		BAB	Strength	Dexterity	Size		

Base Attack	+4	HP	43
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Initiative	+3	Damage / Current HP
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Speed	30 / 20 ft
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Dagger

Main hand: **+4, 1d4** Crit: 19-20/x2
Rng: 10'
Ranged: **+7, 1d4** Light, P/S

Masterwork longbow

Ranged, both hands: **+8, 1d8** Crit: x3
Rng: 100'
2-hand, P



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (3)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+4	INT (4)	-	
Bluff	+1	CHA (1)	-	
Climb	-2	STR (0)	1	
Diplomacy	+1	CHA (1)	-	
Disguise	+1	CHA (1)	-	
Escape Artist	-3	DEX (3)	-	
Fly	-3	DEX (3)	-	
Handle Animal	+10	CHA (1)	6	
Heal	+10	WIS (3)	4	
Intimidate	+1	CHA (1)	-	
Knowledge (geography)	+9	INT (4)	1	
Knowledge (local)	+7	INT (4)	3	
Knowledge (nature)	+11	INT (4)	2	
Knowledge (nobility)	+5	INT (4)	1	
Knowledge (religion)	+7	INT (4)	3	
Perception	+15	WIS (3)	5	
Perform (sing)	+5	CHA (1)	4	
Ride	+6	DEX (3)	5	
Sense Motive	+6	WIS (3)	3	
Spellcraft	+9	INT (4)	2	
Elven Magic: +2 to identify magic item properties				
Stealth	+0	DEX (3)	3	
Survival	+13	WIS (3)	5	
Swim	-6	STR (0)	-	

Feats

Armor Proficiency (Light)

Feats

Traits

Adopted
Pioneer (Ride)
Scholar of Ruins (Knowledge [geography])

Silversheen Scimitar

Main hand: **+5, 1d6** Crit: 18-20/x2
Both hands: **+5, 1d6** 1-hand, S

Blue Dragonhide Breastplate

+6 Max Dex: +3, Armor Check: -3
Spell Fail: 25%, Medium, Slows

Blue Dragonhide Heavy Shield

+2 Max Dex: -, Armor Check: -1
Spell Fail: 15%, Shield

Leather of the Stag Lord

+3	Max Dex: +6, Armor Check: - Spell Fail: 10%, Light
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Light wooden shield

+1 Max Dex: -, Armor Check: -1
Spell Fail: 5%, Shield

Gear

Total Weight Carried: 83/100 lbs, Heavy Load
(Light: 33 lbs, Medium: 66 lbs, Heavy: 100 lbs)

Acid <In: Chest, large (8 @ 74.52 lbs)>	1 lb
Alchemist's fire x2 <In: Chest, large (8 @ 74.52 lbs)>	1 lb
Arrows x20 <In: Quiver>	0.15 lbs
Artisan's outfit <In: Chest, large (8 @ 74.52 lbs)>	4 lbs
Belt pouch (10 @ 1 lbs)	0.5 lbs
Blue Dragonhide Breastplate	30 lbs
Blue Dragonhide Heavy Shield	15 lbs
Boots of elvenkind	1 lb
Chest, large (8 @ 74.52 lbs) <In: City of Lakehold -	100 lbs
Dagger	1 lb
Explorer's outfit (Free)	-
Flint and steel <In: Belt pouch (10 @ 1 lbs)>	-
Heavy shield bash	-
Holy symbol, silver (Erastil)	1 lb
Jewelry	-
Leather of the Stag Lord	15 lbs
Light shield bash	-
Light wooden shield	5 lbs
Lock, average <In: Chest, large (8 @ 74.52 lbs)>	1 lb

Experience & Wealth

Experience Points: **24660**/35000
Current Cash: **2,776 gp**
Reputation: **Fame: 6, PP: 6, 100 miles.**

Gear

Total Weight Carried: 83/100 lbs, Heavy Load
(Light: 33 lbs, Medium: 66 lbs, Heavy: 100 lbs)

Masterwork longbow	3 lbs
Money <In: Chest, large (8 @ 74.52 lbs)>	55.52 lbs
Noble's outfit <In: Chest, large (8 @ 74.52 lbs)>	10 lbs
Oil <In: Belt pouch (10 @ 1 lbs)>	1 lb
Oil <In: Chest, large (8 @ 74.52 lbs)>	1 lb
Potion of cure moderate wounds <In: Belt pouch (10 @ 1 lbs)>	-
Potion of darkvision <In: Belt pouch (10 @ 1 lbs)>	-
Potion of delay poison x2 <In: Belt pouch (10 @ 1 lbs)>	-
Potion of detect evil (CL 2nd) <In: Belt pouch (10 @ 1 lbs)>	-
Potion of invisibility x2 <In: Belt pouch (10 @ 1 lbs)>	-
Quiver	-
Scroll of flame blade	-
Scroll of summon nature's ally ii	-
Silversheen Scimitar	4 lbs
Stag's helm	3 lbs
Tindertwig <In: Belt pouch (10 @ 1 lbs)>	-
Wand of cure light wounds (26 charges)	-
Wand of cure light wounds (CL 2nd, 2 charges)	-

Special Abilities

- Elven Magic
- Improved Empathic Link (Su)
- Low-Light Vision
- Pack Bond (Ex)
- Resist Nature's Lure (Ex)
- Spontaneous Casting
- Trackless Step (Ex)
- Wild Empathy +7 (Ex)
- Wild Shape (6 hours, 1/day) (Su)
- Wild Shape (Beast Shape II: Tiny - Large animal)
- Wild Shape (Elemental Body I: Small elemental)
- Woodland Stride (Ex)

Tracked Resources

Acid	
Alchemist's fire	
Arrows	
Dagger	
Potion of cure moderate wounds	
Potion of darkvision	
Potion of delay poison	
Potion of detect evil (CL 2nd)	
Potion of invisibility	
Stag's helm	
Tindertwig	
Wand of cure light wounds (CL 2nd, 2 charges)	

Tracked Resources

Wild Shape (6 hours, 1/day) (Su) ☐

Languages

Celestial	Elven
Common	Goblin
Draconic	Sylvan
Druidic	

Spells & Powers

Druid spells memorized (CL 6th; concentration +9)

Melee Touch +4 Ranged Touch +7

3rd—*lily pad stride*^{APG}, *sleet storm*, *thorny entanglement*^{ACG} (DC 16)

2nd—*bull's strength*, *flaming sphere* (DC 15), *stone call*^{APG}, *summon swarm*

1st—*cure light wounds*, *entangle* (DC 14), *magic fang*, *obscuring mist*

0th (at will)—*detect magic*, *detect poison*, *stabilize*, *virtue*

Companions

Fen (Animal Companion), Wolf - CL3 - CR 2

STR **13** (+1), DEX **15** (+2), CON **15** (+2), INT **3** (-4), WIS **12** (+1), CHA **6** (-2); Fortitude **+5**, Reflex **+5**, Will **+2**

HP: 20/20; Init: +2; Speed: 50 feet

Attack Bonus: +2; Armor Class: 15 / 13 Tch / 12 Fl

Intimidate **+0**, Perception **+1**, Stealth **+6**

Bite (Wolf) **Melee +3, 1d6+1, x2**

Special: +4 to Survival when tracking by Scent, Come [Trick], Coordinated Maneuvers, Guarding [Trick], Heel [Trick], Low-Light Vision, Scent (Ex), Track [Trick], Trip (Ex)

Nigel (Horse, Light) (Horse, light), Horse - CL2 - CR 1

STR **16** (+3), DEX **14** (+2), CON **17** (+3), INT **2** (-4), WIS **13** (+1), CHA **7** (-2); Fortitude **+6**, Reflex **+5**, Will **+1**

HP: 15/15; Init: +2; Speed: 50 feet

Attack Bonus: +0; Armor Class: 11 / 11 Tch / 9 Fl

Perception **+6**

Hooves x2 (Horse) **Melee -2 x2, 1d4+1, x2**

Special: Endurance, Low-Light Vision, Riding [Trick], Run, Scent (Ex)

Charges: Alchemist's fire - **0/1**

Thunder (Horse, Hvy Combat) (Horse, heavy (combat trained)), Heavy horse (Horse, Heavy +2, Advanced +0) - CL2 - CR 2

STR **20** (+5), DEX **18** (+4), CON **21** (+5), INT **2** (-4), WIS **17** (+3), CHA **11** (0); Fortitude **+8**, Reflex **+7**, Will **+3**

HP: 19/19; Init: +4; Speed: 50 feet

Attack Bonus: +0; Armor Class: 15 / 13 Tch / 11 Fl

Perception **+8**

Bite (Horse, Heavy) **Melee +5, 1d4+5, x2**

Hooves x2 (Horse, Heavy) **Melee +0 x2, 1d6+2, x2**

Special: Combat Riding [Trick], Endurance, Low-Light Vision, Run, Scent (Ex)

Charges: Dagger - **0/1**, Elven trail rations - **0/18**, Potion of cure moderate wounds - **0/2**, Potion of detect evil (CL 2nd) - **0/1**, Potion of invisibility - **0/2**, Torch - **0/10**, Trail rations - **0/2**

Companions

Tyr (Animal Companion), Wolf - CL6 - CR 5

STR **15** (+2), DEX **17** (+3), CON **15** (+2), INT **3** (-4), WIS **12** (+1), CHA **6** (-2); Fortitude **+7**, Reflex **+8**, Will **+3**

HP: 46/46; Init: +3; Speed: 50 feet

Attack Bonus: +4; Armor Class: 21 / 14 Tch / 17 Fl

Perception **+6**, Stealth **+9**, Swim **+6**

Bite (Wolf) **Melee +6, 1d6+3, x2**

Special: +4 to Survival when tracking by Scent, Attack Any Target [Trick], Coordinated Maneuvers, Defend [Trick], Devotion +4 (Ex), Evasion (Ex), Hunting [Trick], Low-Light Vision, Scent (Ex), Trip (Ex)

Wisp (Animal Companion), Wolf - CL6 - CR 5

STR **15** (+2), DEX **17** (+3), CON **16** (+3), INT **3** (-4), WIS **12** (+1), CHA **6** (-2); Fortitude **+8**, Reflex **+8**, Will **+3**

HP: 48/48; Init: +3; Speed: 50 feet

Attack Bonus: +4; Armor Class: 20 / 14 Tch / 16 Fl

Perception **+8**, Stealth **+8**

Bite (Wolf) **Melee +6, 1d6+3, x2**

Special: +4 to Survival when tracking by Scent, Coordinated Maneuvers, Devotion +4 (Ex), Evasion (Ex), Low-Light Vision, Mobility, Scent (Ex), Trip (Ex)

Background

Onica was born in Brevoy, her elf, merchant family was financially ruined by House Lebeda and was travelling down the East Sellen River during a storm when the boat bottomed out and sunk quickly.

Her parents and all who knew her dead and barely alive herself she washed ashore and with a broken arm made her way to a human settlement nearby.

Taken in by a fisherman and his wife who had one child of their own. Initially the elders had planned that once healed Onica would travel to Restov to bond with an elven family there. During that winter Onica and her new human brother were exploring some ancient ruins when a cave-in trapped them both underground. While both survived the cave-in they were unable to escape and Geoff was crippled for life by a falling wall that crushed part of his spine. For three days they lived off lichen and the small animals that Onica could catch and cook for the both of them. The experience brought Onica and Geoff close together. Eventually, Onica found a way out through an ancient elven mining tunnel and returned with help.

After this point, Onica and Geoff were inseparable, Geoff grew up and with Onica's constant aid learned how to adapt to his physical handicap. Geoff's had a quick mind and he grew skilled with making many engineering advancements within town and the region. Alas, while Geoff was growing up, Onica was still going through elf childhood. He soon married and had a number of children, who also grew into adulthood while Onica still appeared in her teens. Onica continued to aid her family being a faithful daughter, sister and aunt. During this time, Onica would learn about the world and her elven heritage as well as become fluent in a number of languages due to her interactions with those who journeyed to visit her brother and his inventions.

As she grew, her desire to learn and explore shifted from the ancient elven tunnel she and Geoff had once fallen into, to the many elven ruins in southern Brevoy. Time moved on, her adopted parents died and as Geoff's hair started to gray she knew it was growing time to move on. While she loved her brother's children, and they her, she couldn't bear the thought of seeing them die, and their children die and her still a young adult. At her brother's deathbed, she sat with his wife and watched as the light left the eyes of the only brother she had known. Bidding farewell she left town that night and went into the forest to study ruins, learn about nature and her place in the world. Soon, she found herself assisting a human druid manage a part of Southern Brevoy into the River Kingdoms. Learning the ways of the Druids, Onica nurtured the ecology around her, and came to understand and experience the change of tempo from the frantic human existence to a longer, elven one.

Sourcebooks Used

- **Advanced Class Guide** - Thorny Entanglement (spell)
- **Advanced Player's Guide** - Aspect of the Falcon (spell); Lily Pad Stride (spell); Stone Call (spell)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Chest, large (equipment)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Adopted (trait)
- **Advanced Player's Guide Traits / Taldor, Echoes of Glory / Ultimate Campaign** - Scholar of Ruins (trait)
- **Adventurer's Armory / Ultimate Equipment** - Jewelry (equipment)
- **Animal Archive / Seekers of Secrets** - Boon Companion (feat)
- **Kingmaker** - Pioneer (trait); Stag's helm (equipment)
- **Ultimate Magic** - Improved Empathic Link (equipment); Pack Bond (equipment); Pack Lord (archetype)

Fen

Wolf - CL3 - CR 2
True Neutral Animal



Ability	Score	Modifier	Temporary
STR STRENGTH	13	+1	
DEX DEXTERITY	15	+2	
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)	+5	=	+3	+2			
REFLEX (DEXTERITY)	+5	=	+3	+2			
WILL (WISDOM)	+2	=	+1	+1			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 15	=		+2		+2		+1	

Touch AC	13	Flat-Footed AC	12	
		BAB	Strength	Size
				Misc

CM Bonus +3	=	+2	+1	-	-
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CM Defense	16	=	10	BAB	Strength	Dexterity	Size
				+2	+1	+2	-

20 vs. Trip

Base Attack	+2	HP	20
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Initiative	+2	Damage / Current HP
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Speed	50 ft
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Bite (Wolf)

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

Crit: **x2**
Light, B/P/S

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Speed greater/less than 30 ft. : +8 to jump				
Appraise	-4	INT (-4)	-	
Bluff	-2	CHA (-2)	-	
Climb	+1	STR (1)	-	
Diplomacy	-2	CHA (-2)	-	
Disguise	-2	CHA (-2)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+2	DEX (2)	-	
Heal	+1	WIS (1)	-	
Intimidate	+0	CHA (-2)	2	
Perception	+1	WIS (1)	-	
Ride	+2	DEX (2)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	+6	DEX (2)	1	
Survival	+1	WIS (1)	-	
Swim	+1	STR (1)	-	

Feats

Coordinated Maneuvers
Dodge

Animal Tricks

Attack [Trick]
Come [Trick]
Defend [Trick]
Down [Trick]
Guard [Trick]
Guarding [Trick]
Heel [Trick]
Track [Trick]

Special Abilities

+4 to Survival when tracking by Scent
Low-Light Vision
Scent (Ex)
Trip (Ex)

Gear

Total Weight Carried: 0/225 lbs, Light Load
(Light: 75 lbs, Medium: 150 lbs, Heavy: 225 lbs)
Money -

Experience & Wealth

Current Cash: **You have no money!**
Reputation: **Fame: 1, PP: 1, 100 miles.**

Sourcebooks Used

- **Advanced Player's Guide** - Coordinated Maneuvers (feat)

Nigel (Horse, Light)

Horse - CL2 - CR 1
True Neutral Animal

Ability	Score	Modifier	Temporary
STR STRENGTH	16	+3	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	17	+3	
Endurance: +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath			
INT INTELLIGENCE	2	-4	
WIS WISDOM	13	+1	
CHA CHARISMA	7	-2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+6	=	+3	+3			
Endurance: +4 vs. hot or cold environments and to resist damage from suffocation							
REFLEX (DEXTERITY)	+5	=	+3	+2			
WILL (WISDOM)	+1	=		+1			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 11	=		+2	-1				

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
11	9				

CM Bonus	+5	=	+1	+3	+1	-
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CM Defense	17	=	10	BAB	Strength	Dexterity	Size
				+1	+3	+2	+1

21 vs. Trip

Base Attack	+1	HP	15
Initiative	+2	Damage / Current HP	
Speed	50 ft		

Hooves x2 (Horse)

Main hand: -2, 1d4+1

Crit: x2
Light, B



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Run: +4 to jump with a running start, +8 to jump				
Appraise	-4	INT (-4)	-	
Bluff	-2	CHA (-2)	-	
Climb	+3	STR (3)	-	
Diplomacy	-2	CHA (-2)	-	
Disguise	-2	CHA (-2)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+0	DEX (2)	-	
Heal	+1	WIS (1)	-	
Intimidate	-2	CHA (-2)	-	
Perception	+6	WIS (1)	2	
Ride	+2	DEX (2)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	-2	DEX (2)	-	
Survival	+1	WIS (1)	-	
Swim	+3	STR (3)	-	
Endurance: +4 to resist nonlethal damage from exhaustion				

Feats

Endurance
Run

Animal Tricks

Come [Trick]
Heel [Trick]
Riding [Trick]
Stay [Trick]

Special Abilities

Low-Light Vision
Scent (Ex)

Gear

Total Weight Carried: 42/690 lbs, Light Load
(Light: 228 lbs, Medium: 459 lbs, Heavy: 690 lbs)

Alchemist's fire <In: Saddlebags (3 @ 3 lbs)>	1 lb
Bit and bridle	1 lb
Blanket	1 lb
Blanket	1 lb
Blanket, winter	3 lbs
Money	-
Oil x2 <In: Saddlebags (3 @ 3 lbs)>	1 lb
Riding saddle (empty)	25 lbs
Saddlebags (3 @ 3 lbs)	8 lbs

Tracked Resources

Alchemist's fire ☐

Sourcebooks Used

- **Advanced Player's Guide / Adventurer's Armory** - Blanket (equipment)
- **Bestiary** - Horse (race)

Experience & Wealth

Experience Points: **0/5000**

Current Cash: **You have no money!**

Reputation: **Fame: 0, PP: 0, 100 miles.**

Thunder (Horse, Hvy Combat)

Heavy horse (Horse, Heavy +2, Advanced +0) - CL2 - CR 2

True Neutral Animal

Ability	Score	Modifier	Temporary
STR STRENGTH	20	+5	
DEX DEXTERITY	18	+4	
CON CONSTITUTION	21	+5	
Endurance: +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath			
INT INTELLIGENCE	2	-4	
WIS WISDOM	17	+3	
CHA CHARISMA	11	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+8	=	+3	+5			
Endurance: +4 vs. hot or cold environments and to resist damage from suffocation							

REFLEX (DEXTERITY)	+7	=	+3	+4			
WILL (WISDOM)	+3	=		+3			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 15	=		+4	-1	+2			

Touch AC 13	Flat-Footed AC 11
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		BAB	Strength	Size	Misc	
CM Bonus	+7	=	+1	+5	+1	-

			BAB	Strength	Dexterity	Size
CM Defense	21	= 10	+1	+5	+4	+1
25 vs. Trip						

25 vs. Trip

Base Attack	+1	HP 19
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Initiative	Speed	Damage / Current HP
+4	50 ft	

Bite (Horse, Heavy)

Main hand: **+5, 1d4+5**

Crit: x2
Light, B/P/S

Dagger

Main hand: **-1, 1d4+5**

Crit: 19-20/x2
Rng: 10'
N/A, P/S

Both hands: **-1, 1d4+7**

Ranged: **-2, 1d4+5**

Ranged, both hands: **-2, 1d4+7**

Hooves x2 (Horse, Heavy)

Main hand: **+0, 1d6+2**

Crit: x2
Light, B



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+4	DEX (4)	-	
Run: +4 to jump with a running start, +8 to jump				
Appraise	-4	INT (-4)	-	
Bluff	+0	CHA (0)	-	
Climb	+5	STR (5)	-	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+4	DEX (4)	-	
Fly	+2	DEX (4)	-	
Heal	+3	WIS (3)	-	
Intimidate	+0	CHA (0)	-	
Perception	+8	WIS (3)	2	
Ride	+4	DEX (4)	-	
Sense Motive	+3	WIS (3)	-	
Stealth	+0	DEX (4)	-	
Survival	+3	WIS (3)	-	
Swim	+5	STR (5)	-	
Endurance: +4 to resist nonlethal damage from exhaustion				

Feats

Endurance
Run

Animal Tricks

Attack [Trick]
Combat Riding [Trick]
Come [Trick]
Defend [Trick]
Down [Trick]
Guard [Trick]
Heel [Trick]

Special Abilities

Low-Light Vision
Scent (Ex)

Masterwork cold iron sickle	
Main hand: +0, 1d6+5	Crit: x2
Both hands: +0, 1d6+7	N/A, S, Trip
Scimitar	

Crit: x2
N/A, S, Trip

Scimitar

Crit: 18-20/x2
Light, S

Gear

Backpack (empty) <In: Saddlebags (20 @ 28 lbs)>	2 lbs
Blanket	1 lb
Blanket, winter	3 lbs
Dagger	1 lb
Elven trail rations x18	1 lb
Masterwork cold iron sickle	2 lbs
Money	-
Oil x5 <In: Saddlebags (20 @ 28 lbs)>	1 lb
Potion of cure moderate wounds x2	-
Potion of detect evil (CL 2nd)	-
Potion of invisibility x2	-
Saddlebags (20 @ 28 lbs)	8 lbs
Scimitar	4 lbs
Silk rope <In: Saddlebags (20 @ 28 lbs)>	5 lbs
Torch x10 <In: Saddlebags (20 @ 28 lbs)>	1 lb
Trail rations x2 <In: Saddlebags (20 @ 28 lbs)>	1 lb
Waterskin <In: Saddlebags (20 @ 28 lbs)>	4 lbs

Tracked Resources

[illegible]

Sourcebooks Used

- **Advanced Player's Guide / Adventurer's Armory** - Blanket (equipment)
- **Bestiary** - Horse, Heavy (race)
- **Ultimate Equipment** - Elven trail rations (equipment)

Experience & Wealth

Reputation: **Fame: 2, PP: 2, 100 miles.**

Tyr

Wolf - CL6 - CR 5
True Neutral Animal



Ability	Score	Modifier	Temporary
STR STRENGTH	15	+2	
DEX DEXTERITY	17	+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)	+7	=	+5	+2			
REFLEX (DEXTERITY)	+8	=	+5	+3			
WILL (WISDOM)	+3	=	+2	+1			

Devotion: +4 morale bonus vs. Enchantment spells and effects

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 21	=		+3		+7		+1	
Touch AC 14								
CM Bonus +6	=	+4	+2					

CM Defense	20	=	10	BAB	Strength	Dexterity	Size
				+4	+2	+3	-

24 vs. Trip

Base Attack	+4	HP	46
Initiative	+3	Damage / Current HP	
Speed	50 ft		

Bite (Wolf)

Main hand: **+6, 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	+6	WIS (1)	2	
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
Devotion +4 (Ex)
Evasion (Ex)
Low-Light Vision
Scent (Ex)
Trip (Ex)

Gear

Total Weight Carried: 0/300 lbs, Light Load
(Light: 99 lbs, Medium: 199.5 lbs, Heavy: 300 lbs)
Money -

Experience & Wealth

Current Cash: **You have no money!**
Reputation: **Fame: 4, PP: 4, 100 miles.**

Sourcebooks Used

- **Advanced Player's Guide** - Coordinated Maneuvers (feat)

Wisp

Wolf - CL6 - CR 5
True Neutral Animal



Ability	Score	Modifier	Temporary
STR STRENGTH	15	+2	
DEX DEXTERITY	17	+3	
CON CONSTITUTION	16	+3	
INT INTELLIGENCE	3	-4	
WIS WISDOM	12	+1	
CHA CHARISMA	6	-2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+8	=	+5	+3			
REFLEX (DEXTERITY)	+8	=	+5	+3			
WILL (WISDOM)	+3	=	+2	+1			

Devotion: +4 morale bonus vs. Enchantment spells and effects

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 20	=		+3		+6		+1	

Touch AC **14** **Flat-Footed AC** **16**

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

CM Bonus	BAB	Strength	Size	Misc
+6	=	+4	+2	-

CM Defense	BAB	Strength	Dexterity	Size
20	=	10	+4	+2

24 vs. Trip

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

Base Attack	+4	HP	48
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Initiative	+3	Damage / Current HP
Speed	50 ft	

Bite (Wolf)

Main hand: **+6, 1d6+3**

Crit: x2
Light, B/P/S

Skill Name	Total	Ability	Ranks	Temp
Acrobatics Speed greater/less than 30 ft. : +8 to jump	+3	DEX (3)	-	
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	+8	DEX (3)	2	
Survival	+1	WIS (1)	-	
Swim	+2	STR (2)	-	

Feats

Coordinated Maneuvers
Dodge
Mobility

Special Abilities

+4 to Survival when tracking by Scent
Devotion +4 (Ex)
Evasion (Ex)
Low-Light Vision
Scent (Ex)
Trip (Ex)

Gear

Total Weight Carried: 0/300 lbs, Light Load
(Light: 99 lbs, Medium: 199.5 lbs, Heavy: 300 lbs)
Money -

Experience & Wealth

Current Cash: **You have no money!**
Reputation: **Fame: 4, PP: 4, 100 miles.**

Sourcebooks Used

- **Advanced Player's Guide** - Coordinated Maneuvers (feat)