

Wolfie Fangtongue - Cavalier

Mount of Sally Proudfoot

Character Name: **Wolfie Fangtongue** / **Mount of Sally Proudfoot** | Player Name: _____ | Deity: **None** | Region: **None**
 Animal 3 | CLASS: **Animal 3** | RACE: **Companion Wolf / Animal** | EYES: **Medium / 5 ft.** | HAIR: **0' 0" / 0 lbs.** | Alignment: **Low-Light Vision**
 3 (0) | EXP/NEXT LEVEL: **0 / 6000** | AGE: **0** | GENDER: **Male** | EYES: _____ | HAIR: _____ | Points: _____

| ABILITY NAME | BASE SCORE | BASE MOD | ABILITY SCORE | ABILITY MOD | TEMP SCORE | TEMP MOD | WOUNDS/CURRENT HP | | SUBDUAL DAMAGE | | | DAMAGE REDUCTION | | | SPEED | | | | | | | | | | | |
|----------------------------|------------|----------|---------------|-------------|------------|----------|----------------------------------|----|----------------|----|-----|------------------|----|----|--------------------|----|----|----|----|----|----|----|----|----|----|----|
| STR Strength | 13 | +1 | 13 | +1 | | | HP hit points | 14 | | | | | | | Walk 35 ft. | | | | | | | | | | | |
| DEX Dexterity | 15 | +2 | 15 | +2 | | | AC armor class | 17 | 15 | 12 | -10 | +3 | +0 | +2 | +0 | +2 | +0 | +0 | +0 | +0 | +0 | +0 | +0 | +0 | +0 | +0 |
| CON Constitution | 15 | +2 | 15 | +2 | | | INITIATIVE modifier | | +2 | +2 | +0 | | | | | | | | | | | | | | | |
| INT Intelligence | 2 | -4 | 2 | -4 | | | Encumbrance | | | | | | | | | | | | | | | | | | | |
| WIS Wisdom | 12 | +1 | 12 | +1 | | | Medium (rules applied) | | | | | | | | | | | | | | | | | | | |
| CHA Charisma | 6 | -2 | 6 | -2 | | | | | | | | | | | | | | | | | | | | | | |

| SAVING THROWS | TOTAL | BASE SAVE | ABILITY | MAGIC | MISC | EPIC | TEMP | TOTAL SKILLPOINTS: 3 | | SKILLS | | MAX RANKS: 3/3 | | | |
|------------------------------------|-------|-----------|---------|-------|------|------|------|----------------------|--|-------------------|-------------|----------------|------------------|-------|---------------|
| FORTITUDE (constitution) | +5 | +3 | +2 | +0 | +0 | +0 | | | | SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS | MISC MODIFIER |
| REFLEX (dexterity) | +5 | +3 | +2 | +0 | +0 | +0 | | | | ✓ Acrobatics | DEX | -1 | = 2 | + -3 | |
| WILL (wisdom) | +2 | +1 | +1 | +0 | +0 | +0 | | | | ✓ Climb | STR | -2 | = 1 | + -3 | |
| | | | | | | | | | | ✓ Escape Artist | DEX | -1 | = 2 | + -3 | |
| | | | | | | | | | | ✓ Fly | DEX | -1 | = 2 | + -3 | |
| | | | | | | | | | | ✓ Intimidate | CHA | -2 | = -2 | | |
| | | | | | | | | | | ✓ Perception | WIS | 5 | = 1 + 1 + 1 + 3 | | |
| | | | | | | | | | | ✓ Stealth | DEX | 4 | = 2 + 2 | | |
| | | | | | | | | | | ✓ Survival | WIS | 1 | = 1 | | |
| | | | | | | | | | | ✓ Swim | STR | -2 | = 1 | + -3 | |
| | | | | | | | | | | | | | = + + | | |
| | | | | | | | | | | | | | = + + | | |

| | TOTAL | BASE ATTACK BONUS | STAT | SIZE | MISC | EPIC | TEMP | TOTAL SKILLPOINTS: 3 | | SKILLS | | MAX RANKS: 3/3 | | |
|-------------------------------|-------|-------------------|------|------|------|------|------|----------------------|--|-----------------|-----|----------------|-----------------|------|
| MELEE attack bonus | +3 | +2 | +1 | +0 | +0 | +0 | | | | ✓ Acrobatics | DEX | -1 | = 2 | + -3 |
| RANGED attack bonus | +4 | +2 | +2 | +0 | +0 | +0 | | | | ✓ Climb | STR | -2 | = 1 | + -3 |
| CMB attack bonus | +3 | +2 | +1 | +0 | | | | | | ✓ Escape Artist | DEX | -1 | = 2 | + -3 |
| | | | | | | | | | | ✓ Fly | DEX | -1 | = 2 | + -3 |
| | | | | | | | | | | ✓ Intimidate | CHA | -2 | = -2 | |
| | | | | | | | | | | ✓ Perception | WIS | 5 | = 1 + 1 + 1 + 3 | |
| | | | | | | | | | | ✓ Stealth | DEX | 4 | = 2 + 2 | |
| | | | | | | | | | | ✓ Survival | WIS | 1 | = 1 | |
| | | | | | | | | | | ✓ Swim | STR | -2 | = 1 | + -3 |
| | | | | | | | | | | | | | = + + | |
| | | | | | | | | | | | | | = + + | |

| | GRAPPLE | TRIP | DISARM | SUNDER | BULL RUSH | OVERRUN |
|------------|---------|------|--------|--------|-----------|---------|
| CMB | +3 | +3 | +3 | +3 | +3 | +3 |
| CMD | 15 | 19 | 15 | 15 | 15 | 15 |

| UNARMED (nonlethal only) | TOTAL ATTACK BONUS | DAMAGE | CRITICAL | REACH |
|------------------------------------|--------------------|--------|----------|-------|
| | -1 | 1d3+1 | 20/x2 | 5 ft. |

| *Bite | HAND | TYPE | SIZE | CRITICAL | REACH |
|--------------------|---------|------|------|----------|-------|
| | Primary | BPS | M | 20/x2 | 5 ft. |
| TOTAL ATTACK BONUS | DAMAGE | | | | |
| +3 | 1d6+1 | | | | |

*: 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 |
|-----------------------------------|-------|----|--------|-------|---------------|
| *Barding (Studded Leather) | Light | +3 | +5 | -1 | 15 |

| EQUIPMENT | | | | |
|---|------------|----------|---------------------|--|
| ITEM | LOCATION | QTY | WT / COST | |
| Bite | Equipped | 1 | 0 / 0 | |
| Barding (Studded Leather) | Equipped | 1 | 20 / 50 | |
| Saddlebags | Equipped | 1 | 8 / 4 | |
| 50 lbs., 5 Feed (Per Day) | | | | |
| Feed (Per Day) | Saddlebags | 5 | 10 (50) / 0.1 (0.2) | |
| Saddle (Exotic/Military) (Medium) | Equipped | 1 | 40 / 60 | |
| +2 circumstance bonus on Ride checks related to staying in the saddle | | | | |
| TOTAL WEIGHT CARRIED/VALUE | | 118 lbs. | 114.2gp | |

| WEIGHT ALLOWANCE | | | | | |
|------------------|-----|-----------------|-----|-------------|------|
| Light | 75 | Medium | 150 | Heavy | 225 |
| Lift over head | 225 | Lift off ground | 450 | Push / Drag | 1125 |

| MONEY | |
|-------|-------------|
| | Total= 0 gp |

| MAGIC |
|-----------|
| Languages |

| Other Companions |
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| |

| Animal Tricks |
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| |

| Combat Training | [Paizo Inc. - Core Rulebook, p.98] |
|--|------------------------------------|
| An animal trained to bear a rider into combat knows the tricks attack, come, defend, down, guard, and heel. Training an animal for combat riding takes 6 weeks. You may also "upgrade" an animal trained for riding to one trained for combat by spending 3 weeks and making a successful DC 20 Handle Animal check. The new general purpose and tricks completely replace the animal's previous purpose and any tricks it once knew. Many horses and riding dogs are trained in this way. | |

| Attack I | [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. | |

| Defend | [Paizo Inc. - Core Rulebook, p.97] |
|---|------------------------------------|
| The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend another specific character. | |

| 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. | |

| Guard | [Paizo Inc. - Core Rulebook, p.97] |
|---|------------------------------------|
| The animal stays in place and prevents others from approaching. | |

| Heel | [Paizo Inc. - Core Rulebook, p.97] |
|---|------------------------------------|
| The animal follows you closely, even to places where it normally wouldn't go. | |

| 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 |
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| Trip (Ex) | [Paizo Inc. - 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 |
|-------------------|
| |

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tricks completely replace the animal's previous purpose and any tricks it once knew. Many horses and riding dogs are trained in this way.

| Animal Traits (Ex) | [Paizo Inc. - Core Rulebook, p.307] |
|----------------------------------|-------------------------------------|
| Animals breathe, eat, and sleep. | |

| 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) | [Paizo Inc. - Bestiary, p.304] |
|--|--------------------------------|
| 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) | [Paizo Inc. - 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. | |

| Armor Proficiency, Light | [Paizo Inc. - Core Rulebook, p.118] |
|---|-------------------------------------|
| You are skilled at wearing light armor. | |

| Power Attack | [Paizo Inc. - Core Rulebook, p.131] |
|--|-------------------------------------|
| You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage. | |

| Run | [Paizo Inc. - Core Rulebook, p.132] |
|------------------------|-------------------------------------|
| You are swift of foot. | |

| Feats |
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| Proficiencies |
|---------------|
| Bite |

Wolfie Fangtongue- Cavalier Mount of Sally Proudfoot

Companion Wolf

RACE

0

AGE

Male

GENDER

Low-Light Vision

VISION

None

ALIGNMENT

Right

DOMINANT HAND

0' 0"

HEIGHT

0 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Animal

Race Type

Race Sub Type

Description:

Biography: