

# Wolfie Fangtongue - Cavalier

## Mount of Sally Proudfoot

Character Name: Wolfie Fangtongue Player Name: Companion Wolf / Animal Deity: None Region: None  
 Animal: 6 RACE: Companion Wolf / Animal SIZE / FACE: Medium / 5 ft. HEIGHT / WEIGHT: 0' 0" / 0 lbs. Alignment: Low-Light Vision  
 CLASS: 6 (0) EXP/NEXT LEVEL: 0 / 23000 AGE: 0 GENDER: Male EYES: None HAIR: None POINTS: None

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP		SUBDUAL DAMAGE			DAMAGE REDUCTION			SPEED										
<b>STR</b> Strength	16	+3	16	+3			<b>HP</b> Hit points	41								<b>Walk 35 ft.</b>									
<b>DEX</b> Dexterity	17	+3	17	+3			<b>AC</b> armor class	22	19	13	10	3	0	3	0	6	0	0	0	0	0	0	0	0	0
<b>CON</b> Constitution	15	+2	15	+2			<b>INITIATIVE</b> modifier		3	3	0														
<b>INT</b> Intelligence	2	-4	2	-4			<b>Encumbrance</b>																		
<b>WIS</b> Wisdom	12	+1	12	+1			<b>Medium</b> (rules applied)																		
<b>CHA</b> Charisma	6	-2	6	-2																					

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	TOTAL SKILLPOINTS: 6				MAX RANKS: 6/6			
<b>FORTITUDE</b> (constitution)	+7	+5	+2	+0	+0	+0									
<b>REFLEX</b> (dexterity)	+8	+5	+3	+0	+0	+0									
<b>WILL</b> (wisdom)	+3	+2	+1	+0	+0	+0									

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	0	3		-3
✓ Climb	STR	0	3		-3
✓ Escape Artist	DEX	0	3		-3
✓ Fly	DEX	0	3		-3
✓ Intimidate	CHA	-2	-2		
✓ Perception	WIS	5	1	1	3
✓ Stealth	DEX	8	3	5	
✓ Survival	WIS	1	1		
✓ Swim	STR	0	3		-3

MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+7	+4	+3	+0	+0	0	
<b>RANGED</b> attack bonus	+7	+4	+3	+0	+0	0	
<b>CMB</b> attack bonus	+7	+4	+3	+0			

CMB	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
<b>CMB</b>	+7	+7	+7	+7	+7	+9
<b>CMD</b>	20	16	20	20	20	22

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+3	1d3+3	20/x2	5 ft.

**Special Properties:**

*Bite	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	BPS	M	20/x2	5 ft.

TOTAL ATTACK BONUS	DAMAGE
+7	1d6+4

\*: 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	Medium	Heavy	
115	230	345	
Lift over head 345	Lift off ground 690	Push / Drag 1725	

MONEY	
	Total= 0 gp

MAGIC	
Languages	

Other Companions	

### Animal Tricks

#### 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 II [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. Animal will attack all creatures

#### 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.

#### 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) [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

#### 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.

#### Animal Traits (Ex) [Paizo Inc. - Core Rulebook, p.307]

Animals breathe, eat, and sleep.

#### Bonus Tricks [Paizo Inc. - Core Rulebook, p.52]

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#### Devotion (Ex) [Paizo Inc. - Core Rulebook, p.53]

An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

#### Evasion (Ex) [Paizo Inc. - Core Rulebook, p.53]

If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

#### 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]

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.

### Feats

#### Armor Proficiency, Light [Paizo Inc. - Core Rulebook, p.118]

You are skilled at wearing light armor.  
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

#### Improved Overrun [Paizo Inc. - Core Rulebook, p.127]

You are skilled at running down your foes.  
You do not provoke an attack of opportunity when performing an overrun combat maneuver. In addition, you receive a +2 bonus on checks made to overrun a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to overrun you. Targets of your overrun attempt may not choose to avoid you.

#### 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 -2 penalty on all melee attack rolls and combat maneuver checks to gain a +4 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.

When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

### Proficiencies

Bite

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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:**