

## Wolfie

Male wolf (charger) - CL14 - CR 10

True Neutral Animal; Atheist

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	27	+8	
<b>DEX</b> DEXTERITY	19	+4	
<b>CON</b> CONSTITUTION	20	+5	
<b>INT</b> INTELLIGENCE	2	-4	
<b>WIS</b> WISDOM	12	+1	
<b>CHA</b> CHARISMA	6	-2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+14 =	+9	+5				
<b>REFLEX</b> (DEXTERITY)	+13 =	+9	+4				
<b>WILL</b> (WISDOM)	+5 =	+4	+1				

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

Immunity to Fatigue				Spell Resistance (27)						
	Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	33	=	+3	+2	+4	-1	+15		+1	-1
Touch AC	13		Flat-Footed AC				28			
			BAB		Strength		Size	Misc		
CM Bonus	+16	=	+10		+8		+1			-
+18 Overrunning										

CM Defense	33	=	10	BAB	Strength	Dexterity	Size
				+10	+8	+4	+1

39 vs. Overrun; 37 vs. Trip

<b>Base Attack</b>	+10	<b>HP</b>	130
<b>Initiative</b>	+4	Damage / Current HP	
<b>Speed</b>	50 ft		

### Bite (1 extra at -5) (Wolf (Charger))

Main hand: +14/+9, 2d6+31 plus trip Crit: x2  
Light, B/P/S

### Unarmed strike

Main hand: +14/+9, 1d4+24 Crit: x2  
nonlethal Light, B, Nonlethal

Main w/ offhand: +8/+3, 1d4+24  
nonlethal

Main w/ light off: +10/+5,  
1d4+24 nonlethal

Offhand: +6, 1d4+20 nonlethal



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b> Run: +4 to jump with a running start, +8 to jump	+8	DEX (4)	1	
<b>Appraise</b>	-4	INT (-4)	-	
<b>Bluff</b>	-2	CHA (-2)	-	
<b>Climb</b>	+8	STR (8)	-	
<b>Diplomacy</b>	-2	CHA (-2)	-	
<b>Disguise</b>	-2	CHA (-2)	-	
<b>Escape Artist</b>	+4	DEX (4)	-	
<b>Fly</b>	+2	DEX (4)	-	
<b>Heal</b>	+1	WIS (1)	-	
<b>Intimidate</b>	-2	CHA (-2)	-	
<b>Perception</b>	+10	WIS (1)	6	
<b>Ride</b>	+4	DEX (4)	-	
<b>Sense Motive</b>	+1	WIS (1)	-	
<b>Stealth</b>	+10	DEX (4)	7	
<b>Survival</b> wolf (charger): +4 when tracking by scent	+1	WIS (1)	-	
<b>Swim</b>	+8	STR (8)	-	

## Activated Abilities & Adjustments

Magic Fang, Greater: +4  
Natural Armor Bonus: +1  
Power Attack -3/+6  
Spell Resistance: +27

## Feats

### Armor Proficiency (Light)

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.

### Blind-Fight

Re-roll misses because of concealment, other benefits.

### Dodge

+1 AC.

### Improved Natural Attack (Bite [1 extra at -5] [Wolf]

The damage of a natural attack increases by one step.

### Improved Overrun

You don't provoke attacks of opportunity when overrunning, and foe can't choose to avoid you.

### Power Attack -3/+6

You can subtract from your attack roll to add to your damage.

### Run

Run 5x your speed in light/medium armor or 4x speed in heavy armor and keep Dex when running.

### Stable Gallop

1/2 AC penalty for charge, lessen rider penalty on ranged att and +4 to movement conc check.

## Animal Tricks

### Air Walk [Trick]

The animal can be ridden through the air when affected by spells.

### Attack [Trick]

The animal will attack on command.

### Attack Any Target [Trick]

The animal will attack any creature on command.

## Animal Tricks

### Combat Riding [Trick]

The animal has been trained to bear a rider into combat.

### Come [Trick]

The animal will come to you on command.

### Defend [Trick]

The animal will defend you.

### Down [Trick]

The animal will break off combat on command.

### Fetch [Trick]

The animal will get a specific object.

### Guard [Trick]

The animal stays in place and prevents others from approaching.

### Heel [Trick]

The animal will follow you.

### Seek [Trick]

The animal moves into an area and looks around for anything that is obviously alive or animate.

### Track [Trick]

The animal will track a scent.

### Work [Trick]

The animal pulls or pushes a medium or heavy load.

## Studded leather

**+3**

Max Dex: +8, Armor Check: -  
Spell Fail: 15%, Light

## Gear

**Total Weight Carried: 208.1/3120 lbs, Light Load  
(Light: 1038 lbs, Medium: 2079 lbs, Heavy: 3120  
lbs)**

Feed (per day) x5 <In: Saddlebags (5 @ 50 lbs)>	10 lbs
Military saddle, exotic	40 lbs
Money	-
Saddlebags (5 @ 50 lbs)	8 lbs
Studded leather	40 lbs

## Special Abilities

### +4 Survival when tracking by scent (Ex)

You are particularly good at Survival in certain environments or circumstances.

### Animal Companion Link (Ex)

Masters can handle their animal companion as a free action, or push it as a move action, even if they don't have any ranks in the Handle Animal skill. The link grants a +4 circumstance bonus on all wild empathy checks and Handle Animal

### Barding Training 3

At 3rd level, a charger's armor check penalty for wearing barding or for carrying a medium load is reduced by 1 and the maximum Dexterity bonus for its armor and load increases by 1. Reduce the armor check and medium load penalties by an

### Devotion +4 (Ex)

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

### Improved Evasion (Ex)

If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, you takes no damage with a successful saving throw and half damage on a failed saving throw.

### Indefatigable (Ex)

At 6th level, a charger becomes immune to fatigue.

This ability replaces devotion.

### Low-Light Vision

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

## Experience & Wealth

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

## Special Abilities

### Mount Replacement (Ex)

The master's bond with his mount is strong, with the pair learning to anticipate each other's moods and moves. Should a mount die, the master may find another mount to serve him after 1 week of mourning. This new mount does

### Mounted Challenge +10

When ridden by a cavalier, chargers gain half of the bonuses and penalties granted by the cavalier's challenge class feature.

### Multiattack / Extra Attack (Ex)

An animal companion gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat. If it does not have the requisite three or more natural attacks, the animal companion instead gains a

### Ride Mount (Ex)

A cavalier does not take an armor check penalty on Ride checks while riding his mount.

### Scent (Ex)

This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

### Stalwart Steed (Ex)

At 15th level, the charger gains the ability to withstand great punishment and stress. Whenever the charger succeeds at a Fortitude or Will save that would normally result in a reduced or partial effect, the charger is unaffected.

### Trip: Bite (Ex)

A creature with the trip special attack can attempt to trip its opponent as a free action without provoking an attack of opportunity if it hits with the specified attack. If the attempt fails, the creature is not tripped in return.

## Tracked Resources

Feed (per day)

□□□□□

## Wolfie – Abilities & Gear

### Blind-Fight

#### Feat

You are skilled at attacking opponents that you cannot clearly perceive.

**Benefit:** In melee, every time you miss because of concealment (see Combat), you can reroll your miss chance percentile roll one time to see if you actually hit.

An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however.

You do not need to make Acrobatics skill checks to move at full speed while blinded.

**Normal:** Regular attack roll modifiers invisible attackers trying to hit you apply, and you lose your Dexterity bonus to AC. The speed reduction for darkness and poor visibility also applies.

**Special:** The Blind-Fight feat is of no use against a character who is the subject of a *blink* spell.

### Dodge

#### Feat

Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.

**Prerequisite:** Dex 13.

**Benefit:** 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.

### Improved Natural Attack (Bite [1 extra at -5] [Wolf [Charger]])

#### Feat

Attacks made by one of this creature's natural attacks leave vicious wounds.

**Prerequisite:** Natural weapon, base attack bonus +4.

**Benefit:** Choose one of the creature's natural attack forms (not an unarmed strike). The damage for this natural weapon increases by one step, as if the creature's size had increased by one category: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6.

A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

### Improved Overrun

#### Feat

You are skilled at running down your foes.

**Prerequisite:** Str 13, Power Attack, base attack bonus +1.

**Benefit:** 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.

**Normal:** You provoke an attack of opportunity when performing an overrun combat maneuver.

**Appears In :** Not New Paths Option: Use Scaling Feats

### Power Attack -3/+6

#### Feat

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

**Prerequisites:** Str 13, base attack bonus +1.

**Benefit:** 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. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by -1 and the bonus to damage increases by +2. 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

#### Feat

You are swift of foot.

**Benefit:** 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.

**Normal:** You move four times your speed while running (if wearing medium, light, or no armor and carrying no more than a medium load) or three times your speed (if wearing heavy armor or carrying a heavy load), and you lose your Dexterity bonus to AC.

### Stable Gallop

#### Feat

You run with a smooth and steady gait.

**Prerequisites:** Animal or magical beast.

**Benefit:** Your AC penalty when charging is halved. The penalties on ranged attacks made by your rider are reduced by 1 when you take a double move and by 2 when you run (minimum penalty of 0). Your rider gains a +4 bonus on concentration checks caused by your motion.

**Appears In :** Animal Archive

### Air Walk [Trick]

#### Animal Trick Trick

A specially trained mount can be ridden through the air when affected by an *air walk* spell or similar magic. You can train a mount to do this with 1 week of work.

### Attack [Trick]

#### Animal Trick Trick

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.

### Attack Any Target [Trick]

#### Animal Trick Trick

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.

## Wolfie – Abilities & Gear

### Combat Riding [Trick] Animal Trick Trick

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.

### Come [Trick] Animal Trick Trick

The animal comes to you, even if it normally would not do so.

### Defend [Trick] Animal Trick Trick

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 a specific other character.

### Down [Trick] Animal Trick Trick

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 [Trick] Animal Trick Trick

The animal goes and gets something. If you do not point out a specific item, the animal fetches some random object.

### Guard [Trick] Animal Trick Trick

The animal stays in place and prevents others from approaching.

### Heel [Trick] Animal Trick Trick

The animal follows you closely, even to places where it normally wouldn't go.

### Seek [Trick] Animal Trick Trick

The animal moves into an area and looks around for anything that is obviously alive or animate.

### Track [Trick] Animal Trick Trick

The animal tracks the scent presented to it. (This requires the animal to have the scent ability).

### Work [Trick] Animal Trick Trick

The animal pulls or pushes a medium or heavy load.

### +4 Survival when tracking by scent (Ex) Racial Ability (Wolf)

You are particularly good at Survival in certain environments or circumstances.

### Barding Training 3 Racial Ability

At 3rd level, a charger's armor check penalty for wearing barding or for carrying a medium load is reduced by 1 and the maximum Dexterity bonus for its armor and load increases by 1. Reduce the armor check and medium load penalties by an additional 1 for every 6 levels after 3rd; increase the maximum Dexterity bonus for the charger's armor by an additional 1 for every 6 levels after 3rd. In addition, the charger's speed does not decrease when wearing medium armor or carrying a medium load. At 9th level, a charger can move at normal speed in heavy armor or while carrying a heavy load.

This ability replaces evasion and Multiattack.

### Immunity to Fatigue Unknown

You are immune to the fatigued condition.

### Indefatigable (Ex) Racial Ability

At 6th level, a charger becomes immune to fatigue.

This ability replaces devotion.

### Low-Light Vision Racial Ability, Senses

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

### Mounted Challenge +10 Racial Ability

When ridden by a cavalier, chargers gain half of the bonuses and penalties granted by the cavalier's challenge class feature.

This ability replaces share spells.

### Scent (Ex) Racial Ability

This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature 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 a creature detects a scent, the exact location of the source is not revealed - only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location.

A creature with the scent ability 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. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

### Spell Resistance (27) Unknown

You have Spell Resistance.

### Stalwart Steed (Ex) Racial Ability

At 15th level, the charger gains the ability to withstand great punishment and stress. Whenever the charger succeeds at a Fortitude or Will save that would normally result in a reduced or partial effect, the charger is unaffected.

This ability replaces improved evasion.

### Trip: Bite (Ex) Racial Ability (Wolf)

A creature with the trip special attack can attempt to trip its opponent as a free action without provoking an attack of opportunity if it hits with the specified attack. If the attempt fails, the creature is not tripped in return.

### Animal Companion Link (Ex) Class Ability (Mount Benefits)

Masters can handle their animal companion as a free action, or push it as a move action, even if they don't have any ranks in the Handle Animal skill. The link grants a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

## Wolfie – Abilities & Gear

### **Devotion +4 (Ex)**

#### **Class Ability (Mount Benefits)**

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

### **Improved Evasion (Ex)**

#### **Class Ability (Mount Benefits)**

If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, you takes no damage with a successful saving throw and half damage on a failed saving throw.

### **Mount Replacement (Ex)**

#### **Class Ability (Mount Benefits)**

The master's bond with his mount is strong, with the pair learning to anticipate each other's moods and moves. Should a mount die, the master may find another mount to serve him after 1 week of mourning. This new mount does not gain the link, evasion, devotion, or improved evasion special abilities until the next time the master gains a level.

### **Multiattack / Extra Attack (Ex)**

#### **Class Ability (Mount Benefits)**

An animal companion gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat. If it does not have the requisite three or more natural attacks, the animal companion instead gains a second attack with its primary natural weapon, albeit at a -5 penalty.

### **Ride Mount (Ex)**

#### **Class Ability (Mount Benefits)**

A cavalier does not take an armor check penalty on Ride checks while riding his mount.

**Title - Wolfie (Adventure Journal)**

**Date (game world)** : 0000/00/00; **Date (real world)** : 2019/02/23

**XP Reward** : 0 XP; **Net Cash** :

- no notes -