

Tindómé

ANIMAL NAME
Advanced Wolf
 CREATURE TYPE
2 + 4 = 6 Medium
 HIT DIE SIZE

Erunámo

PLAYER
Neutral
 ALIGNMENT
3 ft. 170 lbs.
 HEIGHT WEIGHT
Black
 FUR
Yellow
 EYES



ANIMAL COMPANION SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	HIT DIE TYPE	SPEED
STR STRENGTH	15	+2			39				d8	50 ft.
DEX DEXTERITY	16	+3			22	10	+3	+0	+3	+0
CON CONSTITUTION	15	+2			22	10	+3	+0	+6	+0
INT INTELLIGENCE	2	-4			3	3	+3	+0	+0	+0
WIS WISDOM	12	+1			3	3	+3	+0	+0	+0
CHA CHARISMA	6	-2			3	3	+3	+0	+0	+0
HP HIT POINTS	39									
AC ARMOR CLASS	22									
Barkskin: 25										
INITIATIVE MODIFIER	+3									
BASE ATTACK BONUS	+4									
GRAPPLE BONUS	+6									
SAVING THROWS FORTITUDE (CONSTITUTION)	+7	+5	+2	+0	+0	CONDITIONAL MODIFIERS				
REFLEX (DEXTERITY)	+8	+5	+3	+0	+0	No Dmg on successful Ref				
WILL (WISDOM)	+3	+2	+1	+0	+0	+4 Will vs. Enchantment				

MELEE ATTACK BONUS	+6	+4	+2	+0	+0	
RANGED ATTACK BONUS	+7	+4	+3	+0	+0	

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Bite	+6	1d8+3	20/x2
TYPE: P/S/B			
SPECIAL PROPERTIES			

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TYPE			
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ARMOR/PROTECTIVE ITEM	TYPE	ARMOR BONUS	MAX DEX BONUS
Studded leather	Light	+3	+5
CHECK PENALTY: -1			
SPEED: 20			
WEIGHT: 20			
SPECIAL PROPERTIES			

Task	Handle Animal DC
Handle an animal	10
"Push" an animal	25
Attack (DC 20): 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 humanoid, monstrous humanoid, giant, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.	
Come (DC 15): The animal comes to you, even if it normally would not do so.	
Defend (DC 20): 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 (DC 15): 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 (DC 15): The animal goes and gets something. If you do not point out a specific item, the animal fetches some random object.
Guard (DC 20): The animal stays in place and prevents others from approaching.
Heel (DC 15): The animal follows you closely, even to places where it normally wouldn't go.
Perform (DC 15): The animal performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.
Seek (DC 15): The animal moves into an area and looks around for anything that is obviously alive or animate.
Stay (DC 15): The animal stays in place, waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.
Track (DC 20): The animal tracks the scent presented to it. (This requires the animal to have the scent ability)
Work (DC 15): The animal pulls or pushes a medium or heavy load.

WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	HIT DIE TYPE	SPEED
			d8	50 ft.
AC	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER
22	10	+3	+0	+6
INITIATIVE	DEX MODIFIER	MISC. MODIFIER	MISC. MODIFIER	MISC. MODIFIER
+3	+3	+0	+0	+0

SKILLS	SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS	
				ABILITY MODIFIER	RANKS
<input type="checkbox"/>	Balance ¹	DEX*	+4	3	1
<input type="checkbox"/>	Climb ¹	STR*	+2	2	
<input type="checkbox"/>	Escape Artist ¹	DEX*	+4	3	1
<input type="checkbox"/>	Hide ¹	DEX*	+4	3	1
<input type="checkbox"/>	Jump ¹	STR*	+2	2	
<input type="checkbox"/>	Listen ¹	WIS	+5	1	2
<input type="checkbox"/>	Move Silently ¹	DEX*	+5	3	2
<input type="checkbox"/>	Spot ¹	WIS	+5	1	2
<input type="checkbox"/>	Survival ¹	WIS	+5	1	4
<input type="checkbox"/>	Swim ¹	STR**	+2	2	

Skills marked with ¹ can be used normally even if the character has zero (0) skill ranks. Skills marked with ² are cross-class skills. Skills marked with ³ are restricted skills. * ARMOR CHECK PENALTY, if any, applies. ** Double for Swim.

FEATS

- Track(B)
- Weapon Focus (Bite)
- Alertness
- Improved Natural Attack 1

GEAR

ITEM	WT.
MW Studded Leather	
TOTAL WEIGHT CARRIED 0	

SPECIAL ATTACKS/QUALITIES

- Link, Share Spell
- Evasion
- Devotion
- Trip (+2)
- Low-light vision
- Scent

TRICKS

- Attack
- Attack (All)
- Defend
- Down
- Track
- Heel
- Stay
- Fetch
- Guard

100	200	300
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD
300	600	1,500
LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2X MAX LOAD	PUSH OR DRAG 5X MAX LOAD