

Celaenas Wolf - Animal Companion of Celaena

Character Name: Animal 2 Player Name: Wolf / Animal Deity: None Region: True Neutral
 CLASS: 2 (1) RACE: Wolf / Animal SIZE / FACE: Medium / 5 ft. HEIGHT / WEIGHT: 0' 0" / 0 lbs. Alignment: Low-Light Vision
 Character Level (CR): 0 / 3000 AGE: 0 GENDER: Male EYES: HAIR: Points:

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR Strength	13	+1	13	+1			13				Walk 50 ft.
DEX Dexterity	15	+2	15	+2			AC	14	12	12	
CON Constitution	15	+2	15	+2			TOTAL	10	0	0	
INT Intelligence	2	-4	2	-4			INITIATIVE	+2	+2	+0	
WIS Wisdom	12	+1	12	+1			TOTAL				
CHA Charisma	6	-2	6	-2			Encumbrance	Light			

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+5	+3	+2	+0	+0	+0	
REFLEX (dexterity)	+5	+3	+2	+0	+0	+0	
WILL (wisdom)	+1	+0	+1	+0	+0	+0	

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+2	+1	+1	+0	+0	0	
RANGED attack bonus	+3	+1	+2	+0	+0	0	
GRAPPLE attack bonus	+2	+1	+1	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	-2	1d3+1	20/x2	5 ft.

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

MISS CHANCE	Arcane Spell Failure	ARMOR CHECK PENALTY	SPELL RESIST	ACID RESIST	COLD RESIST	ELECT. RESIST	FIRE RESIST
0	0	0	0	0	0	0	0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Appraise	INT	-4	=	-4	
✓ Balance	DEX	2	=	2	
✓ Bluff	CHA	-2	=	-2	
✓ Climb	STR	1	=	1	
✓ Concentration	CON	2	=	2	
✓ Concentration (Cast defensively)		0	=	0	
✓ Craft (Untrained)	INT	-4	=	-4	
✓ Diplomacy	CHA	-2	=	-2	
✓ Disguise	CHA	-2	=	-2	
✓ Escape Artist	DEX	2	=	2	
✓ Forgery	INT	-4	=	-4	
✓ Gather Information	CHA	-2	=	-2	
✓ Heal	WIS	1	=	1	
✓ Hide	DEX	2	=	2	
✓ Intimidate	CHA	-2	=	-2	
✓ Jump	STR	9	=	1	+ 8
✓ Knowledge (Untrained)	INT	-4	=	-4	
✓ Listen	WIS	3	=	1	+ 2
✓ Move Silently	DEX	3	=	2	+ 1
✓ Ride	DEX	2	=	2	
✓ Search	INT	-4	=	-4	
✓ Sense Motive	WIS	1	=	1	
✓ Spot	WIS	3	=	1	+ 2
✓ Survival	WIS	1	=	1	
✓ Swim	STR	1	=	1	
✓ Use Rope	DEX	2	=	2	
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

EQUIPMENT					
ITEM	LOCATION	QTY	WT / COST		
Bite	Equipped	1	0 / 0		
TOTAL WEIGHT CARRIED/VALUE		0 lbs.	0gp		
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					
Animal Tricks					
Defend	[Wizards of the Coast - Players Handbook]				
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.					
Special Attacks					
Trip (Ex)	[Monster Manual]				
A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.					
Special Qualities					
Animal Type	[Monster Manual]				
Animals eat/sleep/breathe					
Bonus Tricks	[Wizards of the Coast - Players Handbook, p.36]				
The value given in this column is the total number of "bonus" tricks that the animal knows in addition to any that the druid might choose to teach it (see the Handle Animal skill, page 74). These bonus tricks don't require any training time or Handle Animal checks, and they don't count against the normal limit of tricks known by the animal. The druid selects these bonus tricks, and once selected, they can't be changed. Bonus 1 Tricks.					
Link (Ex)	[Wizards of the Coast - Players Handbook, p.36]				
A druid 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 druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.					
Low-Light Vision (Ex)	[Universal Rules, p.165]				
You can see 2x 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)	[Monster Manual]				
Share Spells (Ex)	[Wizards of the Coast - Players Handbook, p.36]				
At the druid's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires. Additionally, the druid may cast a spell with a target of "You" on her animal companion (as a touch range spell) instead of on herself. A druid and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).					
Skills	[Monster Manual]				
*Wolves have a +4 racial bonus on Survival checks when tracking by scent.					
Feats					
Weapon Focus (Bite)	[Wizards of the Coast - Draconomicon, p.102]				
You are especially good at using this specified weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.					
Track	[Wizards of the Coast - Player's Handbook, p.101]				
You can follow the trails of creatures and characters across most types of terrain. To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.					
Proficiencies					
Bite					

Celaenas Wolf- Animal Companion of Celaena

Wolf

RACE

0

AGE

Male

GENDER

Low-Light Vision

VISION

True Neutral

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: