

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: