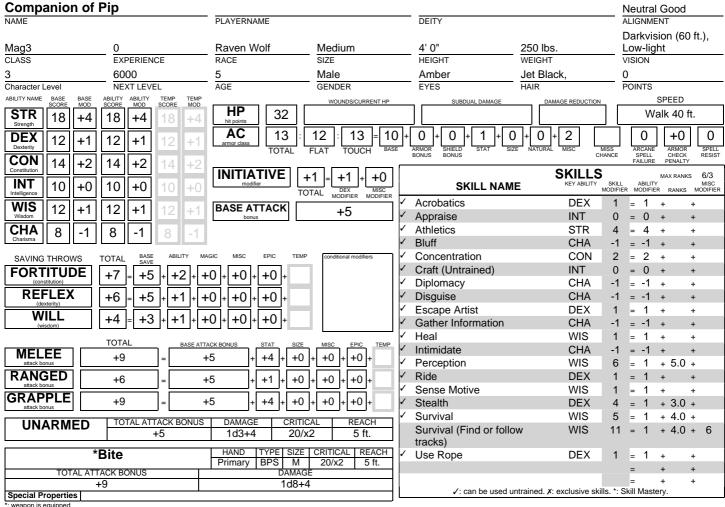
RavenWolf - Special Animal



**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

EQUIPMENT

ITEM

LOCATION QTY WT Equipped

Bite TOTAL WEIGHT CARRIED/VALUE

COST 1 0.0 0.0

0 lbs.

0.0 gp

WEIGHT ALLOWANCE

Light 100 Lift over head 300

Medium 200 Heavy 300 Lift off ground 600 Push / Drag 1500

SPECIAL ATTACKS

Share Spells (Ex)

At the druid's option, she may have any spell (but not any spell-like ability) she casts upon herself also effect her animal companion, which must be within 5 feet of you to benefit. Any spell with a duration will end prematurely if the animal companion move further than five feet away.

SPECIAL QUALITIES

Cloaking

Damage Reduction

Eldritch

Grant of Aid

Inherent Spell

Link (Ex)

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.

Magical Beast Traits

Magical Beasts eat/sleep/breathe

Raven Wolf

Scent (Ex)

Detect creatures within 30 feet by scent. Grants +4 to Survival checks when tracking creatures by scent.

Companion ~ Might

Companion gains two positive levels

FEATS

Feat Conversion to CP ~ 6 (,)

Improved Natural Attack (Bite)

The damage for the selected natural weapon increases by one step, as if the creature's size had increased by one category.

PROFICIENCIES

Bite

LANGUAGES

TEMPLATES

Positive Level (+2)