

WOLF, TERRORWOOD**CR 3****XP 800**

Awakened wolf rogue 2

N Medium magical beast (augmented animal)

Init +5; **Senses** low-light vision, scent;

Perception +11

DEFENSE**AC** 18, touch 16, flat-footed 12 (+5 Dex, +1 dodge, +2 natural)**hp** 32 (4d8+14)**Fort** +6, **Ref** +11, **Will** +2**Defensive Abilities** evasion

OFFENSE**Speed** 50 ft.**Melee** bite +5 (1d6+4 plus trip)**Special Attacks** sneak attack +1d6

STATISTICS**Str** 17, **Dex** 20, **Con** 17, **Int** 11, **Wis** 14, **Cha** 7**Base Atk** +2; **CMB** +5; **CMD** 21 (25 vs. trip)**Feats** Dodge, Skill Focus (Perception)**Skills** Acrobatics +12, Climb +10, Perception +11,

Stealth +11, Survival +6 (+10 scent tracking),

Swim +8; **Racial Modifiers** +4 Survival when

tracking by scent

Languages Common**SQ** rogue talent (bleeding attack), trapfinding,

wolf pack tactics

SPECIAL ABILITIES
