

## Nesti

**Male boar - CL8 - CR 7**  
True Neutral Animal; Atheist

Ability	Score	Modifier	Temporary
<b>STR</b> <small>STRENGTH</small>	<b>21</b>	<b>+5</b>	
<b>DEX</b> <small>DEXTERITY</small>	<b>13</b>	<b>+1</b>	
<b>CON</b> <small>CONSTITUTION</small>	<b>18</b>	<b>+4</b>	
<b>INT</b> <small>INTELLIGENCE</small>	<b>2</b>	<b>-4</b>	
<b>WIS</b> <small>WISDOM</small>	<b>13</b>	<b>+1</b>	
<b>CHA</b> <small>CHARISMA</small>	<b>4</b>	<b>-3</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> <small>(CONSTITUTION)</small>	<b>+10</b> =	<b>+6</b>	<b>+4</b>				
<b>REFLEX</b> <small>(DEXTERITY)</small>	<b>+7</b> =	<b>+6</b>	<b>+1</b>				
<b>WILL</b> <small>(WISDOM)</small>	<b>+3</b> =	<b>+2</b>	<b>+1</b>				

**Devotion:** +4 morale bonus vs. Enchantment spells and effects

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC 28</b> =	<b>+5</b>		<b>+1</b>		<b>+12</b>			

Touch AC	BAB	Strength	Size	Misc
<b>11</b>				

CM Bonus	BAB	Strength	Dexterity	Size
<b>+9</b> =	<b>+6</b>	<b>+5</b>	<b>-</b>	<b>-</b>

+11 Bull Rushing

CM Defense	BAB	Strength	Dexterity	Size
<b>22</b> = 10	<b>+6</b>	<b>+5</b>	<b>+1</b>	<b>-</b>

24 vs. Bull Rush; 26 vs. Trip

Base Attack	HP
<b>+6</b>	<b>77</b>

Initiative	Damage / Current HP
<b>+1</b>	

Speed
<b>40 ft</b>

### Gore (1 extra at -5) (Boar)

Main hand: **+10, 1d8+12** Crit: x2  
Main w/ offhand: **+4, 1d8+12** Light, P  
Main w/ light off.: **+6, 1d8+12**  
Offhand: **+2, 1d8+12**

### Unarmed strike

Main hand: **+10/+5, 1d3+10** Crit: x2  
**nonlethal** Light, B, Nonlethal  
Main w/ offhand: **+4/-1, 1d3+10**  
**nonlethal**  
Main w/ light off.: **+6/+1, 1d3+10**  
**nonlethal**  
Offhand: **+2, 1d3+7 nonlethal**

## Character Number: -



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+5</b>	DEX (1)	1	
<small>Speed greater/less than 30 ft. : +4 to jump</small>				
<b>Appraise</b>	<b>-4</b>	INT (-4)	-	
<b>Bluff</b>	<b>-3</b>	CHA (-3)	-	
<b>Climb</b>	<b>+9</b>	STR (5)	1	
<b>Diplomacy</b>	<b>-3</b>	CHA (-3)	-	
<b>Disguise</b>	<b>-3</b>	CHA (-3)	-	
<b>Escape Artist</b>	<b>+1</b>	DEX (1)	-	
<b>Fly</b>	<b>+5</b>	DEX (1)	1	
<b>Heal</b>	<b>+1</b>	WIS (1)	-	
<b>Intimidate</b>	<b>-3</b>	CHA (-3)	-	
<b>Perception</b>	<b>+5</b>	WIS (1)	1	
<b>Profession (barkeep)</b>	<b>+2</b>	WIS (1)	1	
<b>Profession (Truffle Hog)</b>	<b>+2</b>	WIS (1)	1	
<b>Ride</b>	<b>+1</b>	DEX (1)	-	
<b>Sense Motive</b>	<b>+1</b>	WIS (1)	-	
<b>Stealth</b>	<b>+5</b>	DEX (1)	1	
<b>Survival</b>	<b>+1</b>	WIS (1)	-	
<b>Swim</b>	<b>+9</b>	STR (5)	1	

### Feats

#### Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

#### Improved Bull Rush

You don't provoke attacks of opportunity when bull rushing.

#### Power Attack -2/+4

You can subtract from your attack roll to add to your damage.

#### Toughness

You gain +3 hit points.

### Animal Tricks

#### Air Walk [Trick]

The animal can be ridden through the air when affected by spells.

#### Attack [Trick]

The animal will attack on command.

#### Attack Any Target [Trick]

The animal will attack any creature on command.

#### Defend [Trick]

The animal will defend you.

#### Fetch [Trick]

The animal will get a specific object.

#### Guard [Trick]

The animal stays in place and prevents others from approaching.

#### Heel [Trick]

The animal will follow you.

#### Perform [Trick]

The animal will perform tricks.

#### Track [Trick]

The animal will track a scent.

#### Work [Trick]

The animal pulls or pushes a medium or heavy load.

## +1 mithral chain shirt

+5

Max Dex: +6, Armor Check: -  
Spell Fail: 10%, Light

## Experience & Wealth

Current Cash: **You have no money!**

## Gear

**Total Weight Carried: 43/690 lbs, Encumbrance Ignored**  
**(Light: 229.5 lbs, Medium: 459 lbs, Heavy: 690 lbs)**

+1 amulet of mighty fists	-
+1 mithral chain shirt	12.5 lbs
Feed (per day) x3	10 lbs

## Special Abilities

### Devotion +4 (Ex)

An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

### Evasion (Ex)

If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

### Ferocity (Ex)

A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative

### Low-Light Vision

See twice as far as a human in low light, distinguishing color and detail.

### Multiattack / Extra Attack

An animal companion gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat. If it does not have the requisite three or more natural attacks, the animal companion instead gains a

### Scent (Ex)

This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

## Tracked Resources

Feed (per day)

## Situational Modifiers

### Acrobatics

**Speed greater/less than 30 ft.** : +4 to jump

### Will Save

**Devotion:** +4 morale bonus vs. Enchantment spells and effects

## Sourcebooks Used

(none)

## Nesti – Abilities & Gear

### Armor Proficiency (Light) Feat

You are skilled at wearing light armor.

**Benefit:** When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

**Normal:** A character who is wearing armor with which he is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving.

**Special:** All characters except monks, sorcerers, and wizards automatically have Light Armor Proficiency as a bonus feat. They need not select it.

### Improved Bull Rush Feat

You are skilled at pushing your foes around.

**Prerequisite:** Str 13, Power Attack, base attack bonus +1.

**Benefit:** You do not provoke an attack of opportunity when performing a bull rush combat maneuver. In addition, you receive a +2 bonus on checks made to bull rush a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to bull rush you.

**Normal:** You provoke an attack of opportunity when performing a bull rush combat maneuver.

**Appears In :** Not New Paths Option: Use Scaling Feats

### Power Attack -2/+4 Feat

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

**Prerequisites:** Str 13, base attack bonus +1.

**Benefit:** You can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (–50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

### Toughness Feat

You have enhanced physical stamina.

**Benefit:** You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

### Air Walk [Trick] Animal Trick Trick

A specially trained mount can be ridden through the air when affected by an *air walk* spell or similar magic. You can train a mount to do this with 1 week of work.

### Attack [Trick] Animal Trick Trick

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 humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.

### Attack Any Target [Trick] Animal Trick Trick

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 humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.

### Defend [Trick] Animal Trick Trick

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.

### Fetch [Trick] Animal Trick Trick

The animal goes and gets something. If you do not point out a specific item, the animal fetches some random object.

### Guard [Trick] Animal Trick Trick

The animal stays in place and prevents others from approaching.

### Heel [Trick] Animal Trick Trick

The animal follows you closely, even to places where it normally wouldn't go.

### Perform [Trick] Animal Trick Trick

The animal performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.

### Track [Trick] Animal Trick Trick

The animal tracks the scent presented to it. (This requires the animal to have the scent ability).

### Work [Trick] Animal Trick Trick

The animal pulls or pushes a medium or heavy load.

### Devotion +4 (Ex) Racial Ability (Master)

An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

### Evasion (Ex) Racial Ability (Master)

If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

### Ferocity (Ex) Racial Ability

A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.

### Low-Light Vision Racial Ability, Senses

See twice as far as a human in low light, distinguishing color and detail.

### Multiattack / Extra Attack Racial Ability (Master)

An animal companion gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat. If it does not have the requisite three or more natural attacks, the animal companion instead gains a second attack with its primary natural weapon, albeit at a -5 penalty.

## Nesti – Abilities & Gear

### Scent (Ex)

### Racial Ability

This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed - only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location.

A creature with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

### +1 amulet of mighty fists

### Wondrous Item (Neck)

Magic Item