

Nesti

Male tiger - CL12 - CR 10
True Neutral Animal; Atheist

Ability	Score	Modifier	Temporary
STR <small>STRENGTH</small>	27	+8	
DEX <small>DEXTERITY</small>	20	+5	
CON <small>CONSTITUTION</small>	18	+4	
INT <small>INTELLIGENCE</small>	3	-4	
WIS <small>WISDOM</small>	15	+2	
CHA <small>CHARISMA</small>	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE <small>(CONSTITUTION)</small>	+12 =	+8	+4				
REFLEX <small>(DEXTERITY)</small>	+13 =	+8	+5				
WILL <small>(WISDOM)</small>	+6 =	+4	+2				

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

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 34 =	+7		+5	-1	+13			

Touch AC 14	Flat-Footed AC 29
<small>BAB</small>	<small>Strength</small>
<small>Size</small>	<small>Misc</small>

CM Bonus +15 =	+9	+8	+1	-
<small>+17 Bull Rushing; +19 Grappling</small>				

CM Defense 33 = 10	+9	+8	+5	+1
<small>35 vs. Bull Rush; 37 vs. Overrun; 37 vs. Trip</small>				

Base Attack	+9	HP	115
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Initiative	+5	Damage / Current HP
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Speed	45 ft
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Bite (Tiger)

Main hand: **+14, 1d8+15 plus grab and 2d6 vs. Humanoid Giant** Crit: x2 Light, B/P/S

Main w/ offhand: **+8, 1d8+15 plus grab and 2d6 vs. Humanoid Giant**

Main w/ light off.: **+10, 1d8+15 plus grab and 2d6 vs. Humanoid Giant**

Offhand: **+6, 1d8+11 plus grab and 2d6 vs. Humanoid Giant**

+3 mithral chain shirt

+7

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

Character Number: -



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+10	DEX (5)	2	
<small>Speed greater/less than 30 ft. : +4 to jump</small>				
Appraise	-4	INT (-4)	-	
Bluff	+0	CHA (0)	-	
Climb	+12	STR (8)	1	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+5	DEX (5)	-	
Fly	+7	DEX (5)	1	
Heal	+2	WIS (2)	-	
Intimidate	+0	CHA (0)	-	
Linguistics	-3	INT (-4)	1	
Perception	+9	WIS (2)	4	
Profession (barkeep)	+3	WIS (2)	1	
Ride	+5	DEX (5)	-	
Sense Motive	+2	WIS (2)	-	
Stealth	+5	DEX (5)	1	
Survival	+2	WIS (2)	-	
Swim	+12	STR (8)	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.

Fleet

+5 speed when lightly encumbered.

Improved Bull Rush

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

Multiattack

Secondary natural attacks only take a -2 penalty instead of -5.

Power Attack -3/+6

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

Toughness

You gain +3 hit points.

Vital Strike

Standard action: x2 weapon damage dice.

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.

Come [Trick]

The animal will come to you on command.

Defend [Trick]

The animal will defend you.

Down [Trick]

The animal will break off combat on command.

Fetch [Trick]

The animal will get a specific object.

Animal Tricks

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.

Seek [Trick]

The animal moves into an area and looks around for anything that is obviously alive or animate.

Stay [Trick]

The animal will stay where it is.

Track [Trick]

The animal will track a scent.

Work [Trick]

The animal pulls or pushes a medium or heavy load.

Claw x2 (Tiger)

Main hand: **+14, 1d6+15 plus grab and 2d6 vs. Humanoid Giant**

Crit: x2
Light, B/S

Main w/ offhand: **+8, 1d6+15 plus grab and 2d6 vs. Humanoid Giant**

Main w/ light off.: **+10, 1d6+15 plus grab and 2d6 vs. Humanoid Giant**

Offhand: **+6, 1d6+11 plus grab and 2d6 vs. Humanoid Giant**

Rake x2 (Tiger)

Main hand: **+14, 1d6+15 plus grab and 2d6 vs. Humanoid Giant**

Crit: x2
Light, P/S

Main w/ offhand: **+8, 1d6+15 plus grab and 2d6 vs. Humanoid Giant**

Main w/ light off.: **+10, 1d6+15 plus grab and 2d6 vs. Humanoid Giant**

Offhand: **+6, 1d6+11 plus grab and 2d6 vs. Humanoid Giant**

Unarmed strike

Main hand: **+14/+9, 1d4+15 nonlethal plus 2d6 vs. Humanoid Giant**

Crit: x2
Light, B, Nonlethal

Main w/ offhand: **+8/+3, 1d4+15 nonlethal plus 2d6 vs. Humanoid Giant**

Main w/ light off.: **+10/+5, 1d4+15 nonlethal plus 2d6 vs. Humanoid Giant**

Offhand: **+6, 1d4+11 nonlethal plus 2d6 vs. Humanoid Giant**

Gear

Total Weight Carried: 94/3120 lbs, Encumbrance Ignored (Light: 1038 lbs, Medium: 2079 lbs, Heavy: 3120 lbs)

+1 humanoid giant-bane amulet of mighty fists -

Experience & Wealth

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

Gear

Total Weight Carried: 94/3120 lbs, Encumbrance Ignored (Light: 1038 lbs, Medium: 2079 lbs, Heavy: 3120 lbs)

+3 mithral chain shirt	25 lbs
Bit and bridle	1 lb
Feed (per day) x3 <In: Saddlebags (3 @ 30 lbs)>	10 lbs
Riding saddle, exotic	30 lbs
Saddlebags (3 @ 30 lbs)	8 lbs

Special Abilities

Bane (Humanoid Giant)

A bane weapon excels at attacking one type or subtype of creature. Against its designated foe, its effective enhancement bonus is +2 better than its normal enhancement bonus. It deals an extra 2d6 points of damage against

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.

Grab: Bite (Large) (Ex)

If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking attacks of opportunity. Unless otherwise noted,

Grab: Claw (Large) (Ex)

If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking attacks of opportunity. Unless otherwise noted,

Improved Evasion (Ex)

When subjected to an attack that normally allows a Reflex saving throw for half damage, an animal companion takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

Low-Light Vision

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

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

Pounce (Ex)

When a creature with this special attack makes a charge, it can make a full attack (including rake attacks if the creature also has the rake ability).

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)

Languages

Common

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.

Fleet Feat

You are faster than most.

Benefit: While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Special: You can take this feat multiple times. The effects stack.

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

Multiattack Feat

This creature is particularly skilled at making attacks with its natural weapons.

Prerequisites: Three or more natural attacks

Benefit: The creature's secondary attacks with natural weapons take only a -2 penalty.

Normal: Without this feat, the creature's secondary attacks with natural weapons take a -5 penalty.

Power Attack -3/+6 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).

Vital Strike Feat

You make a single attack that deals significantly more damage than normal.

Prerequisites: Base attack bonus +6.

Benefit: When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack twice and add the results together before adding bonuses from Strength, weapon abilities (such as flaming), precision-based damage, and other damage bonuses. These extra weapon damage dice are not multiplied on a critical hit, but are added to the total.

Appears In : Not New Paths Option: Use Scaling Feats

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.

Come [Trick] Animal Trick Trick

The animal comes to you, even if it normally would not do so.

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.

Down [Trick] Animal Trick Trick

The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.

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.

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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.

Seek [Trick] Animal Trick Trick

The animal moves into an area and looks around for anything that is obviously alive or animate.

Stay [Trick] Animal Trick Trick

The animal stays in place, waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.

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.

Grab: Bite (Large) (Ex) Racial Ability (Tiger)

If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking attacks of opportunity. Unless otherwise noted, grab works only against opponents the same size category as the creature or smaller. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on its combat maneuver check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constrict damage as well (the amount is given in the creature's descriptive text).

Creatures with the grab special attack receive a +4 bonus on combat maneuver checks to start and maintain a grapple.

Grab: Claw (Large) (Ex) Racial Ability (Tiger)

If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking attacks of opportunity. Unless otherwise noted, grab works only against opponents the same size category as the creature or smaller. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on its combat maneuver check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constrict damage as well (the amount is given in the creature's descriptive text).

Creatures with the grab special attack receive a +4 bonus on combat maneuver checks to start and maintain a grapple.

Improved Evasion (Ex) Racial Ability (Master)

When subjected to an attack that normally allows a Reflex saving throw for half damage, an animal companion takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

Low-Light Vision Racial Ability, Senses

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

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.

Pounce (Ex) Racial Ability

When a creature with this special attack makes a charge, it can make a full attack (including rake attacks if the creature also has the rake ability).

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.

Bane (Humanoid Giant) (+1 humanoid giant-bane) Weapon Power

A bane weapon excels at attacking one type or subtype of creature. Against its designated foe, its effective enhancement bonus is +2 better than its normal enhancement bonus. It deals an extra 2d6 points of damage against the foe. Bows, crossbows, and slings so crafted bestow the bane quality upon their ammunition.

Construction

Requirements: Craft Magic Arms and Armor, *summon monster I* ;

Cost +1 Bonus

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+1 humanoid giant-bane amulet of mighty Wondrous Item (Neck)

Bane (Humanoid Giant)

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Construction

Requirements: Craft Magic Arms and Armor, *summon monster I* ;

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