

Talnor - Animal Companion of Teryn "The Hound" Solarus

NAME

Com11

0

CLASS

EXPERIENCE

11

66000

Character Level

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	11	+0	11	+0	11	+0
DEX Dexterity	21	+5	21	+5	21	+5
CON Constitution	10	+0	10	+0	10	+0
INT Intelligence	2	-4	2	-4	2	-4
WIS Wisdom	14	+2	14	+2	14	+2
CHA Charisma	6	-2	6	-2	6	-2

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+12

=

+2

+

+0

+

+0

+

+10

+

+0

+

REFLEX

(dexterity)

+17

=

+2

+

+5

+

+0

+

+10

+

+0

+

WILL

(wisdom)

+9

=

+2

+

+2

+

+0

+

+5

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

+13

=

+12

+

+0

+

+2

+

-1

+

+0

+

RANGED

attack bonus

+18

=

+12

+

+5

+

+2

+

-1

+

+0

+

GRAPPLE

attack bonus

+3

=

+12

+

+0

+

-8

+

-1

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+9/+9	1d2	20/x2	0 ft.

*Talons	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	PS	T	20/x2	0 ft.
TOTAL ATTACK BONUS	DAMAGE				
+15/+15	1d4				
Special Properties					

*: 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
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Conor Rhone

PLAYERNAME

Companion (Hawk)

Tiny

RACE

SIZE

1

Male

AGE

GENDER

HP

hit points

73

WOUNDS/CURRENT HP

AC

armor class

31

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLECTION

MISC

INITIATIVE

modifier

+9

=

+5

+

+4

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+12/+7/+2

DEITY

1' 0"

8 lbs.

HEIGHT

WEIGHT

Green

White,

EYES

HAIR

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 10 ft., Fly 80 ft., %list 10 ft.

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	14/7
					RANKS	MISC MODIFIER
✓ Acrobatics	DEX	19	=	5	+ 14.0	+
✓ Appraise	INT	-4	=	-4	+	+
✓ Athletics	STR	0	=	0	+	+
✓ Athletics (Jump)	STR	-12	=	0	+ 1.0	+ -13
✓ Craft (Untrained)	INT	-4	=	-4	+	+
✓ Deception	CHA	-2	=	-2	+	+
✓ Endurance	CON	0	=	0	+	+
✓ Gather Information	CHA	-2	=	-2	+	+
✓ Heal	WIS	2	=	2	+	+
✓ Perception	WIS	16	=	2	+ 14.0	+
✓ Perception (Spot)	WIS	24	=	2	+ 14.0	+ 8
✓ Persuasion	CHA	-2	=	-2	+	+
✓ Ride	DEX	5	=	5	+	+
✓ Sense Motive	WIS	3	=	2	+ 1.0	+
✓ Stealth	DEX	19	=	5	+ 14.0	+
✓ Survival	WIS	16	=	2	+ 14.0	+
✓ Survival (Find or follow tracks)	WIS	18	=	2	+ 14.0	+ 2
✓ Thievery	DEX	5	=	5	+	+
✓ Use Rope	DEX	5	=	5	+	+
			=	+	+	
			=	+	+	

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Talons	Equipped	1	0.0	0.0
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	0.0 gp

WEIGHT ALLOWANCE					
Light	19	Medium	38	Heavy	57
Lift over head	57	Lift off ground	115	Push / Drag	287

Animal Tricks	
Trained for Hunting	[PHB, p.75]
An animal trained for hunting knows the tricks attack, down, fetch, heel, seek, and track. Training an animal for hunting takes 6 weeks.	
Come	[PHB, p.74]
The animal comes to you, even if it normally would not do so.	
Guard	[PHB, p.75]
The animal stays in place and prevents others from approaching.	
Perform	[PHB, p.75]
The animal performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.	
Stay	[PHB, p.75]
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.	
Attack	[PHB, p.74]
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., Animal will attack all creatures	
Down	[PHB, p.75]
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	[PHB, p.75]
The animal goes and gets something. If you do not point out a specific item, the animal fetches a random object.	
Heel	[PHB, p.75]
The animal follows you closely, even to places where it normally wouldn't go.	
Seek	[PHB, p.75]
The animal moves into an area and looks around for anything that is obviously alive or animate.	
Track	[PHB, p.75]
The animal tracks the scent presented to it. (This requires the animal to have the scent ability.)	

SPECIAL QUALITIES	
Adept (Acrobatics, Perception, Stealth, Survival)	[Eclipse, p.24]
(6 CP). Select four related (i.e., get your GM's permission) skills, which you learn for half price. Each rank of a relevant skill now costs only 1/2 CP. Each rank of an irrelevant one now costs only 1 CP. ! You may take this ability twice, affecting two groups of skills, if your Game Master gives you permission. Adept is actually one of the most powerful abilities in the system. It provides a huge skill bonus in exchange for simply deciding on what you're good at. The Game Master should keep a careful eye this. It's most common in Prestige Class conversion.	
Celerity (Fly)	[Eclipse, p.27]
(6 CP). Celerity adds +10 feet per round to one of your movement modes. This is considered bonus movement for the purposes of skills; it does not apply when calculating movement penalties on skill use.	
Improved	[Eclipse, p.27]
adds +10' more movement per 3 CP invested.	
Improved Initiative (6x)	[Eclipse, p.53]
The character gains +2 to Initiative per 3 CP invested, up to a maximum +8 bonus.	
Track (Wilderness)	[Eclipse, p.47]
(3 CP). Characters with this feat select Urban, Wilderness, or Dimensional tracking. Tracking requires a Survival (for wilderness) or Gather Information (for urban) check every mile to follow the target. This is DC 15 for favorable conditions, DC 20 for unfavorable ones. Size bonuses on Hide checks apply, and unfavorable lighting may inflict penalties. Dimensional tracking relies on Spellcraft and can trace Gates or teleportation and dimensional travel.	
Bonus Tricks	[PHB, p.36]
5	
Might	[Eclipse, p.27]
(+6 CP) allows you to grant your companion the benefits of two Positive Levels (see page 86) or of a continuously active second level spell or psychic effect.	

PROFICIENCIES
Talons

LANGUAGES

TEMPLATES
Positive Level (+2)

Notes:

Character Sheet Notes: