

Shadow

Character Name

Animal 5

CLASS

5 (2)

Character Level (CR)

Player Name

Black Panther / Magical Beast

RACE

0

AGE

Deity

Medium / 5 ft.

SIZE / FACE

0

GENDER

None

0' 0" / 0 lbs.

HEIGHT / WEIGHT

22

HAIR

None

Darkvision (60 ft.), Low-light

VISION

0 / 15000

EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	26		+8		
DEX Dexterity	22		+6		
CON Constitution	20		+5		
INT Intelligence	8		-1		
WIS Wisdom	14		+2		
CHA Charisma	4		-3		

HP
hit points

55

WOUNDS/CURRENT HP

AC
armor class

21

TOTAL

15

FLAT

18

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

6

STAT

0

SIZE

3

NATURAL ARMOR

0

DEFLECTION

0

DODGE

0

Morale

0

Insight

0

Sacred

0

Profane

2

MISC

INITIATIVE
modifier

+6

TOTAL

+6

DEX MODIFIER

+0

MISC MODIFIER

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILL
(wisdom)

TOTAL

+11

=

+6

BASE SAVE

+

+5

ABILITY

+

+0

MAGIC

+

+0

MISC

+

+0

EPIC

+

TEMP

Conditional Modifiers

MELEE
attack bonus

RANGED
attack bonus

GRAPPLE
attack bonus

TOTAL

+17

=

+7

BASE ATTACK BONUS

+

+8

STAT

+

+0

SIZE

+

+2

MISC

+

+0

EPIC

+

TEMP

*Bite	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	BPS	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+17/+17	1d6+8				

*Claw	HAND	TYPE	SIZE	CRITICAL	REACH
	Off-hand	BPS	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+12/+12/+12	1d3+4				

*: 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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TOTAL SKILLPOINTS: 5		SKILLS			
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS: 8/4
✓ Acrobatics	DEX	6	=	6	
✓ Appraise	INT	-1	=	-1	
✓ Athletics	STR	8	=	8	
✓ Athletics (Jump)	STR	16	=	8	+ 8
✓ Craft (Untrained)	INT	-1	=	-1	
✓ Deception	CHA	-3	=	-3	
✓ Endurance	CON	5	=	5	
✓ Gather Information	CHA	-3	=	-3	
✓ Heal	WIS	2	=	2	
✓ Insight	WIS	2	=	2	
✓ Perception	WIS	7	=	2	+ 5
✓ Persuasion	CHA	-3	=	-3	
✓ Ride	DEX	6	=	6	
✓ Stealth	DEX	10	=	6	+ 4
✓ Survival	WIS	2	=	2	
✓ Survival (Find or follow tracks)	WIS	8	=	2	+ 6
✓ Thievery	DEX	6	=	6	
✓ Use Rope	DEX	6	=	6	
			=	+	+
			=	+	+
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.					

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

WEIGHT ALLOWANCE					
Light	306	Medium	613	Heavy	920
Lift over head	920	Lift off ground	1840	Push / Drag	4600

LANGUAGES					
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Special Attacks	
Improved Grab (Ex)	[MM, TypesSubtypesAbilities.rtf]
If you hit with a melee weapon, you deal normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. You have the option to conduct the grapple normally, or simply use the part of your body it used in the improved grab to hold the opponent at a -20 penalty on grapple checks, but are not considered grappled yourself.	
Pounce (Ex)	[MM, TypesSubtypesAbilities.rtf]
When you make a charge, you can follow with a full attack.	
Rake (Ex)	[MM, TypesSubtypesAbilities.rtf]
You gain extra natural attacks when you grapple or pounce your foe.	
Warcraft / Spec for Melee (4x)	[Eclipse]

Special Qualities	
Armor Proficiency (Heavy)	[Eclipse, p.49]
Proficient with Heavy Armors	
Armor Proficiency (Light)	[Eclipse, p.49]
Proficient with Light Armors	
Armor Proficiency (Medium)	[Eclipse, p.49]
Proficient with Medium Armors	
Share Spells	[Eclipse, p.189]
Master may opt to share the effects of spells and powers used on him or her with them, at ranges of up to one mile.	
Communicate with Master	[Eclipse, p.189]
Their master may communicate with them, at ranges of up to one mile.	
Low-light Vision (Ex)	[PHB]
You can see 2x as far as humans in low illumination. [0x]	
Magical Beast Traits	[PHB, TypesSubtypesAbilities.rtf]
Magical Beasts eat/sleep/breathe	
Scent (Ex)	[MM]
Detect creatures within 30 feet by scent. Grants +4 to Survival checks when tracking creatures by scent.	
Share saving throws	[Eclipse, p.189]
Creature uses Master's Saving Throw Base (or it's own if higher) with it's own modifiers.	

Eclipse Abilities	
Celerity (Walk)	[Eclipse, p.27]
Add +10' to a movement mode	
Companion / Might (Positive Levels)	[Eclipse, p.27]
(+6 CP) Companion gets +2 Positive Levels (p.86)	
Improved Fortune / Evasion	[Eclipse, p.189]
Takes no damage on successful save	
Defender / Natural Armor (2x)	[Eclipse, p.51]
+1 to Natural AC Bonus [Total +0].	
Immunity (Training Time)	[EclipseII]
(Uncommon, Minor, Minor, 2 CP). Warbeasts can be trained quickly and easily.	
Improved Critical (Bite, Claw)	[Eclipse, p.53]
(6 CP). Improved Critical doubles a specific weapon's critical threat range.	
Mastery (Ride, Spot, Listen)	[EclipseII]
Specialized/only while aiding their rider or owner, (3 CP).	
Opportunist / Free Aid Another	[EclipseII]
May take a free "aid another" action each round as long as it is working with it's owner/trainer. Specialized/such actions are restricted to Ride, Spot, Listen, or Attack checks (3 CP).	

PROFICIENCIES					
Bite, Claw					

TEMPLATES					
Positive Level (+2)					

Shadow

Black Panther

RACE

0

AGE

Vision Test: Darkvision (60 ft.), Low-light

Male

GENDER

Darkvision (60 ft.), Low-light

VISION

None

ALIGNMENT

Right

DOMINANT HAND

0' 0"

HEIGHT

0 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

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SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

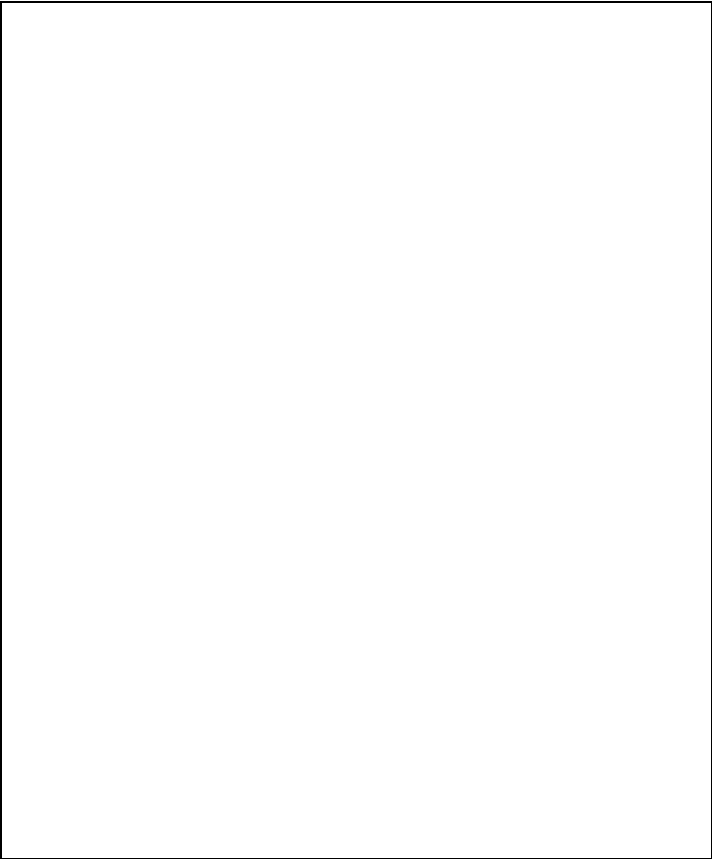
DEITY

Magical Beast

Race Type

Race Sub Type

Darkvision (60 ft.), Low-light



Description: Biography: