

Uni - Mystic Companion of Orion Fowl

Character Name

Magical Beast 7

CLASS

7/11 (3)

Character Level/ECL (CR)

10000 / 66000

EXP / NEXT LEVEL

Player Name

Unicorn / Magical Beast

RACE

0

AGE

Male

GENDER

Deity

Large / 10 ft.

SIZE / FACE

EYES

None

0' 0" / 0 lbs.

HEIGHT / WEIGHT

HAIR

Chaotic Good

Alignment

Low-light

VISION

ABILITY NAME

ABILITY SCORE

EQUIPPED SCORE

ABILITY MODIFIER

ABILITY DAMAGE

PENALTY

STR

Strength

24

+7

DEX

Dexterity

18

+4

CON

Constitution

22

+6

INT

Intelligence

12

+1

WIS

Wisdom

22

+6

CHA

Charisma

26

+8

HP

hit points

100

AC

armor class

22

18

13

10

0

0

4

-1

9

0

0

0

0

0

0

0

0

0

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLECTION

DODGE

Morale

Insight

Sacred

Profane

MISC

INITIATIVE

modifier

+4

TOTAL

DEX MODIFIER

MISC MODIFIER

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

Conditional Modifiers

FORTITUDE

(constitution)

+11

=

+5

+

+6

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+9

=

+5

+

+4

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+12

=

+6

+

+6

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

+16

RANGED

attack bonus

+13

GRAPPLE

attack bonus

+21

=

+11

+

+7

+

-1

+

-1

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+12

1d4+7

20/x2

10 ft.

*Hoof

HAND

TYPE

SIZE

CRITICAL

REACH

Off-hand

B

L

20/x2

10 ft.

TOTAL ATTACK BONUS

DAMAGE

+11/+11

1d4+3

*Horn

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

P

L

20/x2

10 ft.

TOTAL ATTACK BONUS

DAMAGE

+19

1d8+10

*: 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: 21 (UNUSED: 21)		SKILLS		MAX RANKS: 10/5	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Acrobatics	DEX	4	=	4	
✓ Appraise	INT	1	=	1	
✓ Athletics	STR	7	=	7	
✓ Athletics (Jump)	STR	19	=	7	+ 12
✓ Craft (Untrained)	INT	1	=	1	
✓ Deception	CHA	8	=	8	
✓ Endurance	CON	6	=	6	
✓ Gather Information	CHA	8	=	8	
✓ Heal	WIS	6	=	6	
✓ Insight	WIS	6	=	6	
✓ Perception	WIS	6	=	6	
✓ Persuasion	CHA	8	=	8	
✓ Ride	DEX	4	=	4	
✓ Stealth	DEX	4	=	4	
✓ Stealth (Hide)	DEX	0	=	4	+ -4
✓ Survival	WIS	6	=	6	
✓ Thievery	DEX	4	=	4	
✓ Use Rope	DEX	4	=	4	
			=	+	+
			=	+	+
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.					

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

WEIGHT ALLOWANCE					
Light	700	Medium	1400	Heavy	2100
Lift over head	2100	Lift off ground	4200	Push / Drag	10500

LANGUAGES	
Common, Sylvan	

Special Attacks	
Enhanced Strike / Crushing	[Eclipse, p.51]
applies all damage from an entire attack sequence as a single attack.	
Spell-Like Abilities	
Unicorns can use detect evil at will as a free action. Once per day a unicorn can use greater teleport to move anywhere within its home. It cannot teleport beyond the forest boundaries nor back from outside. A unicorn can use cure light wounds three times per day and cure moderate wounds once per day (caster level 5th) by touching a wounded creature with its horn. Once per day it can use neutralize poison (DC 21, caster level 8th) with a touch of its horn. The save DC is Charisma-based.	
Warcraft	[Eclipse, p.10]
+1 BAB	

Special Qualities	
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.	
Immunity to Charm (Ex)	
You are never subject to charm effects	
Immunity to Compulsion (Ex)	
You are never subject to compulsion effects	
Immunity to Poison (Ex)	
You never take poison damage	
Low-Light Vision (Ex)	[PH, p.]
You can see 2x as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.	
Magical Beast Type	
Magical Beasts eat/sleep/breathe	
Magic Circle against Evil (Su)	
This ability continuously duplicates the effect of the spell. A unicorn cannot suppress this ability.	
Scent (Ex)	
Share saving throws	[Eclipse, p.189]
Creature uses Master's Saving Throw Base (or it's own if higher) with it's own modifiers.	
Skills	
Unicorns have a +4 racial bonus on Move Silently checks. *Unicorns have a +3 competence bonus on Survival checks within the boundaries of their forest.	
Wild Empathy (Ex)	
This power works like the druid's wild empathy class feature, except that a unicorn has a +6 racial bonus on the check.	

Eclipse Abilities	
Improved Fortune / Evasion	[Eclipse, p.189]
Takes no damage on successful save	

CLASSFEATURE POWERS

Improved Evasion

PROFICIENCIES	
Hoof, Horn	

TEMPLATES	
Base Race Type	
Base Race Type ~ Magical Beast	

Innate Racial Spells

Name	School	Time	Duration	Range	Source
<div><div><div></div><div></div><div></div></div><div>Cure Light Wounds</div></div>	Conjuration (Healing)	1 standard action	Instantaneous	Touch	PH.p.215
[V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage +1 point per caster level [maximum +5]. Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage. [SR: Yes (harmless); see text; DC: 19, Will half (harmless); see text]					
<div><div><div></div></div><div>Cure Moderate Wounds</div></div>	Conjuration (Healing)	1 standard action	Instantaneous	Touch	PH.p.216
[V, S] TARGET: Creature touched; EFFECT: This spell functions like cure light wounds, except that it cures 2d8 points of damage +1 point per caster level [maximum +10]. [SR: Yes (harmless); see text; DC: 20, Will half (harmless); see text]					
At Will <div><div><div></div></div><div>Detect Evil</div></div>	Divination	1 standard action	Concentration, up to 80 minutes [D]	60 ft.	PH.p.218
[V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of evil. 2nd Round: Number of evil auras [creatures, objects, or spells] in the area and the power of the most potent evil aura present. If you are of good alignment, and the strongest evil aura's power is overwhelming [see below], and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends. 3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location. Aura Power: An evil aura's power depends on the type of evil creature or object that you're detecting and its HD, caster level, or [in the case of a cleric] class level; see the accompanying table. If an aura falls into more than one strength category, the spell indicates the stronger of the two. ----- Aura Power ----- Creature/Object [Faint [Moderate [Strong [Overwhelming Evil creature1 [HD] [10 or lower [11-25 [26-50 [51 or higher Undead [HD] [2 or lower [3-8 [9-20 [21 or higher Evil outsider [HD] [1 or lower [2-4 [5-10 [11 or higher Cleric of an evil deity 2 [class levels] [1 [2-4 [5-10 [11 or higher Evil magic item or spell [caster level] [2nd or lower [3rd-8th [9th-20th [21st or higher 1 Except for undead and outsiders, which have their own entries on the table. 2 Some characters who are not clerics may radiate an aura of equivalent power. The class description will indicate whether this applies. Lingering Aura: An evil aura lingers after its original source dissipates [in the case of a spell] or is destroyed [in the case of a creature or magic item]. If detect evil is cast and directed at such a location, the spell indicates an aura strength of dim [even weaker than a faint aura]. How long the aura lingers at this dim level depends on its original power; Original Strength Duration of Lingering Aura Faint [1d6 rounds Moderate [1d6 minutes Strong [1d6x10 minutes Overwhelming [1d6 days Animals, traps, poisons, and other potential perils are not evil, and as such this spell does not detect them. Each round, you can turn to detect evil in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. [SR: No]					
<div><div><div></div></div><div>Neutralize Poison</div></div>	Conjuration (Healing)	1 standard action	80 minutes	Touch	PH.p.257
[V, S, M/DF] TARGET: Creature or object of up to 8 cu. ft. touched; EFFECT: You detoxify any sort of venom in the creature or object touched. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own. The creature is immune to any poison it is exposed to during the duration of the spell. Unlike with delay poison, such effects aren't postponed until after the duration -the creature need not make any saves against poison effects applied to it during the length of the spell. This spell can instead neutralize the poison in a poisonous creature or object for the duration of the spell, at the caster's option. Arcane Material Component: A bit of charcoal. [SR: Yes (harmless, object); DC: 23, Will negates (harmless, object)]					
<div><div><div></div></div><div>Teleport, Greater</div></div>	Conjuration (Teleportation)	1 standard action	Instantaneous	Personal and touch	PH.p.293
[V] TARGET: You and touched objects or other touched willing creatures; EFFECT: This spell functions like teleport, except that there is no range limit and there is no chance you arrive off target. In addition, you need not have seen the destination, but in that case you must have at least a reliable description of the place to which you are teleporting. If you attempt to teleport with insufficient information [or with misleading information], you disappear and simply reappear in your original location. Interplanar travel is not possible. [SR: No and Yes (object); DC: 25, None and Will negates (object)]					

* =Domain/Specialty Spell

Innate

- Cure Light Wounds

(DC:19)
- Cure Moderate Wounds

(DC:20)
- At Will

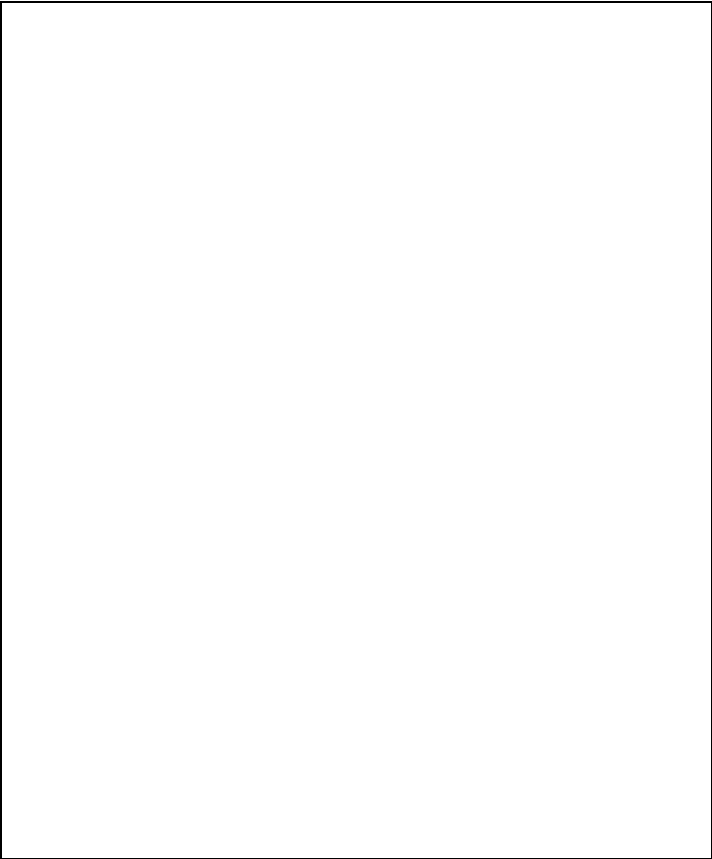
Detect Evil (DC:)

Neutralize Poison (DC:23)

Teleport, Greater (DC:25)

Uni- Mystic Companion of Orion Fowl

Unicorn
RACE
0
AGE
Vision Test: Low-light
Male
GENDER
Low-light
VISION
Chaotic Good
ALIGNMENT
Right
DOMINANT HAND
0' 0"
HEIGHT
0 lbs.
WEIGHT
EYE COLOUR
SKIN COLOUR
,
HAIR / HAIR STYLE
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION
DEITY
Magical Beast
Race Type
Race Sub Type
Low-light



Description:
Biography: