

Ginger

NAME

Com4

6000

CLASS

EXPERIENCE

4/7

Character Level/ECL

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	14	+2	14	+2	14	+2
DEX Dexterity	18	+4	18	+4	18	+4
CON Constitution	16	+3	16	+3	16	+3
INT Intelligence	12	+1	12	+1	12	+1
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	10	+0	10	+0	10	+0

SAVING THROWS

FORTITUDE
(constitution)

+5

=

+2

+

+3

+

+0

+

+0

+

+0

+

REFLEX
(dexterity)

+6

=

+2

+

+4

+

+0

+

+0

+

+0

+

WILL
(wisdom)

+3

=

+2

+

+1

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE
attack bonus

+5

=

+2

+

+2

+

+1

+

+0

+

+0

+

RANGED
attack bonus

+7

=

+2

+

+4

+

+1

+

+0

+

+0

+

GRAPPLE
attack bonus

+0

=

+2

+

+2

+

-4

+

+0

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+5	1d2+2	20/x2	5 ft.

*Claw		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	PS	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+5/+5		1d3+3				
Special Properties						

*Bite		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand	BPS	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+0		N/A				
Special Properties						

*Claw		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand	PS	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+0		N/A				
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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Rebekah Maitland

PLAYERNAME

Companion

Small

3' 0"

40 lbs.

DEITY

ALIGNMENT

RACE

SIZE

HEIGHT

WEIGHT

VISION

AGE

GENDER

EYES

HAIR

POINTS

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

HP

hit points

39

AC

armor class

21

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLEC-TION

MISC

MISS CHANCE

0

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

+0

SPELL RESIST

0

INITIATIVE

modifier

+4

TOTAL

DEX MODIFIER

+4

MISC MODIFIER

+0

BASE ATTACK

bonus

+2

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	7/3.5
✓ Acrobatics	DEX	4	=	4	+	+
✓ Appraise	INT	1	=	1	+	+
✓ Athletics	STR	2	=	2	+	+
Athletics (Climb)	STR	10	=	2	+	1.0 + 7
Athletics (Jump)	STR	6	=	2	+	1.0 + 3
✓ Craft (Untrained)	INT	1	=	1	+	+
✓ Deception	CHA	0	=	0	+	+
✓ Endurance	CON	5	=	3	+	2.0 +
✓ Gather Information	CHA	0	=	0	+	+
✓ Heal	WIS	2	=	1	+	1.0 +
Knowledge (Nature)	INT	6	=	1	+	5.0 +
✓ Perception	WIS	8	=	1	+	7.0 +
✓ Persuasion	CHA	0	=	0	+	+
✓ Ride	DEX	4	=	4	+	+
✓ Sense Motive	WIS	1	=	1	+	+
✓ Stealth	DEX	8	=	4	+	4.0 +
✓ Survival	WIS	2	=	1	+	1.0 +
Survival (Find or follow tracks)	WIS	8	=	1	+	1.0 + 6
Survival (Natural environments)	WIS	5	=	1	+	2.0 + 2
✓ Thievery	DEX	4	=	4	+	+
✓ Use Rope	DEX	4	=	4	+	+
			=	+	+	+
			=	+	+	+

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Claw	Equipped	1	0.0	0.0	
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	43	Medium	87	Heavy	131
Lift over head	131	Lift off ground	262	Push / Drag	656

Special Attacks	
Breathweapon	[Is This It]
Fireball deals 1d6 per companions Master's caster level.	
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.	

Special Qualities	
Breath Weapon (Ex)	[MM]
60' Line of Fire 1/day 6d8 (DC 15)	
Immunity To Fire (Ex)	[MM]
You never take Fire damage	
Scent (Ex)	[MM]
Detect creatures within 30 feet by scent. Grants +4 to Survival checks when tracking creatures by scent.	
+7/+2+7/+2	

PROFICIENCIES
Bite, Chakram, Claw, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Halfspear, Hoopak, Javelin, Keyblade, Laser, Longspear, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Quarterstaff, Scourge, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Sword Staff, Unarmed, Unarmed Strike

LANGUAGES
Draconic

TEMPLATES
Half Dragon (Brass)
02 Companion Bonus ~ Great Form
Positive Level (+2)

Eclipse Abilities

Assistance [Eclipse, p.24]

(6 CP). Your "Aid Another" action provides a +4 bonus, instead of the usual +2.

Companion - Great Form [Eclipse, p.27]

(+6 CP) allows you to apply Righteous Might (at a Caster Level equal to your level) to a companion as a Free Action up to three times per day.

Companion - 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.

Grant of Aid [Eclipse, p.32]

(6 CP). You are automatically healed of 1d8+5 points of damage or 1d3 points of attribute damage or 1 negative level (select as needed) once per day per three levels or part thereof. This does not require an action; the player simply decides when it happens.

Notes:

Character Sheet Notes: