

Fang - Animal Companion of Teryn "The Hound" Solarus

NAME

Com12

0

CLASS

EXPERIENCE

12

78000

Character Level

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	17	+3	17	+3	17	+3
DEX Dexterity	19	+4	19	+4	19	+4
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	2	-4	2	-4	2	-4
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	6	-2	6	-2	6	-2

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE
(constitution)

+16

=

+4

+

+2

+

+0

+

+10

+

+0

+

REFLEX
(dexterity)

+19

=

+5

+

+4

+

+0

+

+10

+

+0

+

WILL
(wisdom)

+10

=

+4

+

+1

+

+0

+

+5

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE
attack bonus

+16

=

+14

+

+3

+

+0

+

-1

+

+0

+

RANGED
attack bonus

+17

=

+14

+

+4

+

+0

+

-1

+

+0

+

GRAPPLE
attack bonus

+16

=

+14

+

+3

+

+0

+

-1

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+12/+12	1d3+3	20/x2	5 ft.

*Bite

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

BPS

M

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+16/+16

1d8+4

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 (Wolf)

Medium

4' 0"

80 lbs.

Low-light

RACE

SIZE

HEIGHT

WEIGHT

VISION

2

Male

Blue

Gray,

0

AGE

GENDER

EYES

HAIR

POINTS

HP
hit points

102

WOUNDS/CURRENT HP

AC
armor class

28

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLEC-TION

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

INITIATIVE
modifier

+4

=

+4

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK
bonus

+14/+9/+4

DEITY

4' 0"

80 lbs.

Low-light

RACE

SIZE

HEIGHT

WEIGHT

VISION

2

Male

Blue

Gray,

0

AGE

GENDER

EYES

HAIR

POINTS

WOUNDS/CURRENT HP

AC
armor class

28

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLEC-TION

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	15/7.5
✓ Acrobatics	DEX	4	=	4	+	+
✓ Appraise	INT	-4	=	-4	+	+
✓ Athletics	STR	3	=	3	+	+
Athletics (Jump)	STR	11	=	3	+ 1.0	+ 7
✓ Craft (Untrained)	INT	-4	=	-4	+	+
✓ Deception	CHA	-2	=	-2	+	+
✓ Endurance	CON	2	=	2	+	+
✓ Gather Information	CHA	-2	=	-2	+	+
✓ Heal	WIS	1	=	1	+	+
✓ Perception	WIS	1	=	1	+	+
✓ Persuasion	CHA	-2	=	-2	+	+
✓ Ride	DEX	4	=	4	+	+
✓ Sense Motive	WIS	1	=	1	+	+
✓ Stealth	DEX	4	=	4	+	+
✓ Survival	WIS	17	=	1	+ 12.0	+ 4
✓ Thievery	DEX	4	=	4	+	+
✓ Use Rope	DEX	4	=	4	+	+
			=	+	+	
			=	+	+	

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Bite	Equipped	1	0.0	0.0	
Fang's Collar	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	0.0 gp	

WEIGHT ALLOWANCE					
Light	130	Medium	260	Heavy	390
Lift over head	390	Lift off ground	780	Push / Drag	1950

Animal Tricks	
Trained for Guarding	[PHB, p.75]
An animal trained to guard knows the tricks attack, defend, down, and guard. Training an animal for guarding takes 4 weeks.	
Come	[PHB, p.74]
The animal comes to you, even if it normally would not do so.	
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.	
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.	
Track	[PHB, p.75]
The animal tracks the scent presented to it. (This requires the animal to have the scent ability.)	
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	
Defend	[PHB, p.75]
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 another specific character.	
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.	
Guard	[PHB, p.75]
The animal stays in place and prevents others from approaching.	

SPECIAL ATTACKS	
Trip (Ex)	[MM]
Warcraft	[Eclipse, p.10]
+2 BAB	

SPECIAL QUALITIES	
Adept (Perception, Sense Motive, 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.	
Awareness	[Eclipse, p.25]
(6 CP). You suffer no defensive penalties when you're surprised. You retain your Dexterity bonus when caught flat-footed or attacked by an invisible assailant and save without penalty against surprises.	
Lunge	[Eclipse, p.53]
(6 CP). Add +5 feet to your effective reach. Creatures with tentacles, stretching powers, or very long limbs may take this more than once.	
Bonus Tricks	[PHB, p.36]
5	
Scent (Ex)	[MM]
Detect creatures within 30 feet by scent. Grants +4 to Survival checks when tracking creatures by scent.	
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.	
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
Bite
LANGUAGES
TEMPLATES
Positive Level (+2)

Notes:

Character Sheet Notes: