

NAME		PLAYERNAME		DEITY		ALIGNMENT
Ani1	0	Weasel	Tiny	0' 0"	0 lbs.	Low-light
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION
1	1000	0	Male			0
Character Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP										SUBDUAL DAMAGE					DAMAGE REDUCTION					SPEED					
STR Strength	2	-4	2	-4	2	-4	HP hit points	25																Walk 20 ft., Climb 20 ft.								
DEX Dexterity	14	+2	14	+2	14	+2	AC armor class	18	16	:	16	:	10	+	0	+	0	+	2	+	2	+	2	+	0	+	2					
CON Constitution	10	+0	10	+0	10	+0		TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	DEFLECTION	MISC						MISS CHANCE	ARCANE SPELL	ARMOR CHECK	SPELL RESIST					

Constitution	10	+0	10	+0	10	+0		
INT Intelligence	7	-2	7	-2	7	-2		
WIS Wisdom	12	+1	12	+1	12	+1		
CHA Charisma	4	-3	4	-3	4	-3		

INITIATIVE
modifier

+2

=

+2

+

+0

TOTAL

+1

BASE ATTACK
bonus

		<small>FAILURE</small>		<small>PENALTY</small>	
	SKILL NAME	SKILLS <small>KEY ABILITY</small>			
					<small>SKILL MODIFIER</small>
✓	Acrobatics	DEX	8	=	2 + 6.0 +
✓	Appraise	INT	-2	=	-2 + +
✓	Athletics	STR	-1	=	-4 + 3.0 +

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+4 =	+4	+0	+0	+0	+0		
REFLEX (dexterity)	+6 =	+4	+2	+0	+0	+0		
WILL (wisdom)	+3 =	+2	+1	+0	+0	+0		

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	-1	=	+1	-4	+2	+0	+0	
RANGED attack bonus	+5	=	+1	+2	+2	+0	+0	
GRAPPLE attack bonus	-11	=	+1	-4	-8	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	-5	1d2-4	20/x2	0 ft.

*Bite	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	BPS	T	20/x2	0 ft.

TOTAL ATTACK BONUS	DAMAGE
-1	1d3-4
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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		FAILURE		PENALTY			
		SKILLS					
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	4/2 MISC MODIFIER	
					RANKS		
✓	Acrobatics	DEX	8	= 2	+ 6.0		
✓	Appraise	INT	-2	= -2	+ +		
✓	Athletics	STR	-1	= -4	+ 3.0		
	Athletics (Climb)	STR	7	= -4	+ 3.0	+ 8	
	Athletics (Jump)	STR	-7	= -4	+ 3.0	+ -6	
✓	Craft (Untrained)	INT	-2	= -2	+ +		
✓	Deception	CHA	3	= -3	+ 6.0		
✓	Endurance	CON	6	= 0	+ 6.0		
✓	Gather Information	CHA	-3	= -3	+ +		
✓	Heal	WIS	1	= 1	+ +		
✓	Perception	WIS	1	= 1	+ +		
✓	Persuasion	CHA	0	= -3	+ 3.0		
✓	Ride	DEX	2	= 2	+ +		
✓	Sense Motive	WIS	7	= 1	+ 6.0		
✓	Stealth	DEX	5	= 2	+ 3.0		
✓	Survival	WIS	4	= 1	+ 3.0		
	Survival (Find or follow tracks)	WIS	8	= 1	+ 3.0	+ 4	
✓	Thievery	DEX	2	= 2	+ +		
✓	Use Rope	DEX	2	= 2	+ +		
				= +	+ +		
					+ +		

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

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

WEIGHT ALLOWANCE					
Light	5	Medium	10	Heavy	15
Lift over head	15	Lift off ground	30	Push / Drag	75

Special Attacks	
Attach (Ex)	[MM]

Special Qualities	
Animal Traits	[PHB, TypesSubtypesAbilities.rtf]
Animals eat/sleep/breathe	
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

LANGUAGES

TEMPLATES
Positive Level (+2)

Eclipse Abilities

Blessing/ Specialized for Grant of Aid only and Corrupted (extremely flashy in use) **[Is This It, p.26]**

(2 CP). Blessing allows you to give others abilities equal to your own. Although powerful and versatile, Blessing comes with built-in flaws: you can only bless others when your abilities exceed theirs, and you lose the difference. As an alternative, the user may opt to "share" a particular item slot and the benefits of whatever occupies it. ! For example, a character with Blessing and +8 BAB could give another character with +5 BAB the difference. His or her BAB would then fall to +5. The Blessing lasts for 24 hours without being renewed, and the "Blessor" may take back his or her abilities at any time. The Blessing ends if either dies.

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/ Bonus Uses +6, Corrupted (extremely flashy in use) **[Is This It, p.32]**

Grant of Aid (6) with +6 Bonus Uses (8)/ Corrupted (extremely flashy in use), (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.

Improved Fortune - Evasion **[Eclipse, p.189]**

Takes no damage on successful save

Link **[Eclipse, p.189]**

Link with familiar up to a mile, Aid Another with Spot and Listen checks, Location and Emotion Sharing

Location and Emotion Sharing **[Eclipse, p.189]**

Know Location and Emotions

Notes:

Character Sheet Notes: