

Raryn - Special Mount of Bercilak Bredbeddle

CHARACTER NAME

Companion 10

CLASS

10

Character Level

0 / 55000

EXP / NEXT LEVEL

| | | | | | |
|---------------------|---------------|----------------|------------------|----------------|---------|
| ABILITY NAME | ABILITY SCORE | EQUIPPED SCORE | ABILITY MODIFIER | ABILITY DAMAGE | PENALTY |
| STR Strength | 28 | | +9 | | |
| DEX Dexterity | 18 | | +4 | | |
| CON Constitution | 22 | | +6 | | |
| INT Intelligence | 8 | | -1 | | |
| WIS Wisdom | 14 | | +2 | | |
| CHA Charisma | 10 | | +0 | | |

| | | | | | | | | |
|-----------------------------|-------|-----------|---------|-------|------|------|------|-----------------------|
| SAVING THROWS | TOTAL | BASE SAVE | ABILITY | MAGIC | MISC | EPIC | TEMP | Conditional Modifiers |
| FORTITUDE (constitution) | +11 | = +3 | +6 | +0 | +2 | +0 | | |
| REFLEX (dexterity) | +11 | = +5 | +4 | +0 | +2 | +0 | | |
| WILL (wisdom) | +8 | = +4 | +2 | +0 | +2 | +0 | | |

| | | | | | | | |
|-------------------------|-------|-------------------|------|------|------|------|------|
| | TOTAL | BASE ATTACK BONUS | STAT | SIZE | MISC | EPIC | TEMP |
| MELEE attack bonus | +19 | = +11 | +9 | -1 | +0 | +0 | |
| RANGED attack bonus | +14 | = +11 | +4 | -1 | +0 | +0 | |
| GRAPPLE attack bonus | +24 | = +11 | +9 | +4 | +0 | +0 | |

| | | | | | |
|--------------------|---------|------|------|----------|-------|
| *Bite | HAND | TYPE | SIZE | CRITICAL | REACH |
| | Primary | BPS | L | 20/x2 | 5 ft. |
| TOTAL ATTACK BONUS | DAMAGE | | | | |
| +22 | 1d8+11 | | | | |
| 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 |
|-------|------|----|--------|-------|---------------|

George

PLAYER NAME

Companion (Dire Wolf)

RACE

4

AGE

Large

SIZE

Male

GENDER

| | | | | | | | | | | | | | | | | |
|-------------------|-----|-------------------|-------|----------------|-------------|------------------|------|-------|---------------|------------|-------|------|-------------|----------------------|---------------------|--------------|
| HP hit points | 122 | WOUNDS/CURRENT HP | | SUBDUAL DAMAGE | | DAMAGE REDUCTION | | SPEED | | | | | | | | |
| AC armor class | 27 | 23 | 18 | 10 | 0 | 0 | 4 | -1 | 9 | 0 | 0 | 5 | Walk 80 ft. | | | |
| TOTAL | | FLAT | TOUCH | BASE | ARMOR BONUS | SHIELD BONUS | STAT | SIZE | NATURAL ARMOR | DEFLECTION | DODGE | MISC | MISS CHANCE | ARCANE SPELL FAILURE | ARMOR CHECK PENALTY | SPELL RESIST |

| | | | | |
|------------------------|-----------|--------------|---------------|----|
| INITIATIVE modifier | +6 | = | +4 | +2 |
| TOTAL | | DEX MODIFIER | MISC MODIFIER | |
| BASE ATTACK bonus | +11/+6/+1 | | | |

| | | | | | | | | | |
|-----------------------|----------------------------------|------------|----|-------------|----------------|------------------|-------|---------------|-------------------|
| TOTAL SKILLPOINTS: 18 | | SKILL NAME | | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS | MISC MODIFIER | MAX RANKS: 13/6.5 |
| ✓ | Acrobatics | DEX | 4 | = | 4 | | | | |
| ✓ | Appraise | INT | -1 | = | -1 | | | | |
| ✓ | Athletics | STR | 9 | = | 9 | | | | |
| ✓ | Athletics (Jump) | STR | 29 | = | 9 | | | + 20 | |
| ✓ | Craft (Untrained) | INT | -1 | = | -1 | | | | |
| ✓ | Deception | CHA | 0 | = | 0 | | | | |
| ✓ | Endurance | CON | 6 | = | 6 | | | | |
| ✓ | Gather Information | CHA | 0 | = | 0 | | | | |
| ✓ | Heal | WIS | 2 | = | 2 | | | | |
| ✓ | Insight | WIS | 2 | = | 2 | | | | |
| ✓ | Perception | WIS | 12 | = | 2 | | 6 | + 4 | |
| ✓ | Persuasion | CHA | 0 | = | 0 | | | | |
| ✓ | Ride | DEX | 4 | = | 4 | | | | |
| ✓ | Stealth | DEX | 10 | = | 4 | | 4 | + 2 | |
| ✓ | Stealth (Hide) | DEX | 6 | = | 4 | | [4] | + -2 | |
| ✓ | Survival | WIS | 10 | = | 2 | | 8 | | |
| ✓ | Survival (Find or follow tracks) | WIS | 16 | = | 2 | | [8] | + 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 |
| Bite | Equipped | 1 | 0.0 | 0.0 |
| TOTAL WEIGHT CARRIED/VALUE | | | 0 lbs. | 0.0 gp |

| WEIGHT ALLOWANCE | | | | | |
|------------------|------|-----------------|------|-------------|-------|
| Light | 800 | Medium | 1600 | Heavy | 2400 |
| Lift over head | 2400 | Lift off ground | 4800 | Push / Drag | 12000 |

| LANGUAGES | | | | |
|-----------|--|--|--|--|
|-----------|--|--|--|--|

| Special Attacks | |
|--|-----------------|
| Augment Attack / Weapon Specialization (Bite) | [Eclipse, p.50] |
| increase damage by +2 to selected weapon | |
| Warcraft | [Eclipse, p.10] |
| +1 BAB | |
| Warcraft / Weapon Focus (Bite) | [Eclipse, p.10] |
| Increase selected weapon to hit by +1 | |
| Warcraft / Weapon Focus, Greater (Bite) | [Eclipse, p.10] |
| Increase selected weapon to hit by +1 | |

| Special Qualities | |
|---|-------------|
| Share Spells | [Eclipse] |
| 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] |
| Their master may communicate with them, at ranges of up to one mile. | |
| Scent (Ex) | [MM] |
| Detect creatures within 30 feet by scent. Grants +4 to Survival checks when tracking creatures by scent. | |
| Share saving throws | [PHB, p.45] |
| For each of its saving throws, the mount uses its own base save bonus or the master's, whichever is higher. The mount applies its own ability modifiers to saves, and it doesn't share any other bonuses on saves the the master might have. | |
| Superior Breeding | [Eclipse] |
| A Faithful Steed gains a +2 bonus to its Initiative, Natural Armor Rating, and Saves. | |
| Furious Defense | [Eclipse] |
| A Faithful Steed becomes berserk when its master is gravely wounded. When the master is dealt a lethal blow or falls below 10% of his or her hit points, the steed gains +4 Strength, +4 Con, +2 on Will saves and -2 on it's AC for the next 10 combat rounds. | |
| Calling | [Eclipse] |
| A Faithful Steed knows intrinsically when it will be needed. Not only can a character direct it to a specific place with any kind of communication, but the steed automatically comes to a location if the character will need it there soon. This doesn't help the Steed to move through terrain it cannot normally bypass, but may allow it to meet up with the master after being separated. | |

| Eclipse Abilities | |
|--|-------------------|
| Bonus Uses +1 (CATEGORY=Special Ability)Shapeshift | [Eclipse, p.22] |
| (+2 CP). Bonus Uses increases the number of times the user may indulge in a times-per-day (or other appropriate period) ability by +1. At GMO, the character may add a relevant attribute modifier to the number of uses instead. Bonus Uses may be purchased repeatedly. | |
| Celerity (Walk) | [Eclipse, p.27] |
| Add +10' to a movement mode | |
| Celerity / Improved (Walk) | [Eclipse, p.27] |
| Adds additional +10' to selected movement modes | |
| 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 | |
| Inherent Spell | [Eclipse, p.33] |
| (6 CP). A character with this ability possesses a natural spell or psychic power of up to level 3. It's usable once per day if it's level 3, twice per day if it's level 2, and includes two different spells usable twice per day each if they're level 1. These spell-like abilities are cast as if by a Sorcerer or Psion of the character's level. Inherent spells generally have a minimum level requirement of ([Spell Level x 2] -1), but the Game Master may opt to allow exceptions for very low-level characters and/or non-combative inherent spells. A first level character with Scrying is much less of a problem than one with Fireball in most games., You may take this ability multiple times. Upgrades do not carry over; each base ability begins its own sequence of related abilities. | |
| Power Words | [Eclipse, p.39] |
| Store up to 7 total spell levels; 1/round [Move-Equivalent] release a spell. | |
| Rider / Battle Dance Wis AC BONUS +3 | [Eclipse] |
| Shapeshift / One Form (Small or Medium Wolf) | [Eclipsell, p.42] |
| You may change into the chosen form. | |

| Feats | |
|---|--------------|
| Alertness | [PHB, p.89] |
| +2 bonus on Listen and Spot checks. | |
| Run | [PHB, p.99] |
| When running, you move five times your normal speed or four times your speed (if wearing medium or heavy armor or carrying a medium or heavy load). If you make a jump after a running start, you gain a +4 bonus on your Jump check. While running, you retain your Dexterity bonus to AC. | |
| Weapon Focus (Bite) | [PHB, p.102] |
| +1 bonus on all attack rolls with selected weapon. | |
| Track | [PHB, p.101] |
| To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow. | |

| PROFICIENCIES | |
|---------------|--|
| Bite | |

| TEMPLATES | |
|-------------------------------|--|
| Positive Level (+2) | |
| 02 Rider Bonus ~ Battle Dance | |
| 02 Rider Bonus ~ Might | |
| The Faithful Steed | |
| 02 Rider Bonus ~ Spirited x1 | |

Raryn- Special Mount of Bercilak Bredbeddle

Companion (Dire Wolf)

RACE

4

AGE

Male

GENDER

Low-light

VISION

Neutral Good

ALIGNMENT

Right

DOMINANT HAND

8' 0"

HEIGHT

800 lbs.

WEIGHT

Green

EYE COLOUR

SKIN COLOUR

Black,

HAIR

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE

RESIDENCE

LOCATION

None

REGION

Description:

Shapeshift [Limited to one Form] = 3

Power Words [$17/3=5.6667$] = 6

Inherent Spell (6 CP), Specialized/requires ten minutes of quiet meditation for double effect. That gives us the L6 base (if the GM allows it for a creature who may not have enough hit dice to handle that normally - but that doesn't seem too likely to really upset things). Ergo, 1/Day, 6 CP. (Spell L6 = Greater Invocation, The Practical Enchanter, p.176)

Greater Invocation L6 version, replicate any L3 Divine or Arcane Spell.

Biography: