

Bane - Animal Companion of Aramil 'Pip' Liadon

NAME

Com6 0

CLASS EXPERIENCE

6 21000

Character Level NEXT LEVEL

Daniel Cool

PLAYERNAME

Companion (Ravenwolf)

RACE Medium

4 Male

AGE GENDER

DEITY

3' 0"

HEIGHT WEIGHT

Obsidian 80 lbs.

EYES HAIR

Midnight Black,

Neutral Good

ALIGNMENT

Darkvision (60 ft.)

VISION

0

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	20	+5	20	+5	20	+5
DEX Dexterity	14	+2	14	+2	14	+2
CON Constitution	15	+2	15	+2	15	+2
INT Intelligence	2	-4	2	-4	2	-4
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	8	-1	8	-1	8	-1

HP hit points 51

AC armor class 17

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED Walk 40 ft.

INITIATIVE modifier +2

BASE ATTACK bonus +4

SAVING THROWS

FORTITUDE (constitution) +6 = +2 + +2 + +0 + +2 + +0 +

REFLEX (dexterity) +6 = +2 + +2 + +0 + +2 + +0 +

WILL (wisdom) +4 = +2 + +1 + +0 + +1 + +0 +

MELEE attack bonus +9 = +4 + +5 + +0 + +0 + +0 +

RANGED attack bonus +6 = +4 + +2 + +0 + +0 + +0 +

GRAPPLE attack bonus +9 = +4 + +5 + +0 + +0 + +0 +

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

*Bite

HAND TYPE SIZE CRITICAL REACH

Primary BPS M 20/x2 5 ft.

TOTAL ATTACK BONUS +14

DAMAGE 1d6+5

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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SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	9/4.5
Acrobatics	DEX	2	= 2	+	+
Appraise	INT	-4	= -4	+	+
Athletics	STR	7	= 5	+	2.0 +
Athletics (Jump)	STR	11	= 5	+	2.0 + 4
Craft (Untrained)	INT	-4	= -4	+	+
Deception	CHA	-1	= -1	+	+
Endurance	CON	2	= 2	+	+
Gather Information	CHA	-1	= -1	+	+
Heal	WIS	1	= 1	+	+
Perception	WIS	7	= 1	+	2.0 + 4
Persuasion	CHA	-1	= -1	+	+
Ride	DEX	2	= 2	+	+
Sense Motive	WIS	1	= 1	+	+
Stealth	DEX	4	= 2	+	2.0 +
Survival	WIS	3	= 1	+	2.0 +
Survival (Find or follow tracks)	WIS	7	= 1	+	2.0 + 4
Thievery	DEX	2	= 2	+	+
Use Rope	DEX	2	= 2	+	+
			=	+	+
			=	+	+

✓: can be used untrained. ✕: 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	133	Medium	266	Heavy	400
Lift over head	400	Lift off ground	800	Push / Drag	2000

Animal Tricks	
Trained for Fighting	[PHB, p.75]
An animal trained to engage in combat knows the tricks attack, down, and stay. Training an animal for fighting takes 3 weeks.	
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.	
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.)	

Special Qualities	
Bonus Tricks	[PHB, p.36]
1	
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)
02 Companion Bonus ~ Great Form

Eclipse Abilities

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.

Defender / Improved

[Eclipse, p.51]

(+6 CP) adds +1 AC and may be taken multiple times. Characters don't actually have to take Defender first, although it is recommended. Many characters take a Corrupted version: not cumulative with armor and shield bonuses

Raven Wolf

[Is This It]

Notes:

Character Sheet Notes: