

Draxfur Fang Ethrulius - Special Mount of Andreas

NAME

Com10 0

CLASS EXPERIENCE

10 55000

Character Level NEXT LEVEL

Matt Yeoman

PLAYERNAME

Felldrake, Spiked Large

RACE SIZE

10 Male

AGE GENDER

DEITY

7' 2" 1000 lbs.

HEIGHT WEIGHT

Green Red,

EYES HAIR

Lawful Good

ALIGNMENT

Darkvision (60 ft.), Low-light

VISION

26

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	26	+8	26	+8	26	+8
DEX Dexterity	18	+4	18	+4	18	+4
CON Constitution	18	+4	18	+4	18	+4
INT Intelligence	11	+0	11	+0	11	+0
WIS Wisdom	10	+0	10	+0	10	+0
CHA Charisma	10	+0	10	+0	10	+0

HP hit points	133	WOUNDS/CURRENT HP			SUBDUAL DAMAGE			DAMAGE REDUCTION			SPEED Walk 90 ft.																		
AC armor class	30	:	26	:	16	=	10	+	0	+	0	+	4	+	-1	+	14	+	0	+	3								
TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL ARMOR		DEFLECTION		MISC		MISS CHANCE		ARCANE SPELL FAILURE		ARMOR CHECK PENALTY		SPELL RESIST	

INITIATIVE modifier	+6	=	+4	+	+2
TOTAL		DEX MODIFIER		MISC MODIFIER	
BASE ATTACK bonus	+13/+8/+3				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers						
FORTITUDE (constitution)	+14	=	+8	+	+4	+	+0	+	+2	+	+0	+		
REFLEX (dexterity)	+14	=	+8	+	+4	+	+0	+	+2	+	+0	+		
WILL (wisdom)	+12	=	+8	+	+0	+	+0	+	+4	+	+0	+		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP						
MELEE attack bonus	+20	=	+13	+	+8	+	-1	+	+0	+	+0	+	
RANGED attack bonus	+16	=	+13	+	+4	+	-1	+	+0	+	+0	+	
GRAPPLE attack bonus	+25	=	+13	+	+8	+	+4	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+16	1d4+8	20/x2	5 ft.

*Bite	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	PS	L	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+20		2d6+8			
Special Properties					

*Spikes	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	P	L	20/x2	5 ft.
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
TH	+17	+15	+13	+10	+8
Dam	1d8+9	1d8+9	1d8+9	1d8+8	1d8+8
Special Properties					

*Claws	HAND	TYPE	SIZE	CRITICAL	REACH
	Off-hand	BPS	L	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+15/+15		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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SKILL NAME		KEY ABILITY	SKILL MODIFIER	MAX RANKS	13/6.5
✓	Acrobatics	DEX	6	= 4 +	+ 2
✓	Appraise	INT	0	= 0 +	+
✓	Athletics	STR	17	= 8 + 9.0	+
✓	Athletics (Jump)	STR	41	= 8 + 9.0	+ 24
✓	Craft (Untrained)	INT	0	= 0 +	+
✓	Deception	CHA	0	= 0 +	+
✓	Deception (Act in character)	CHA	2	= 0 +	+ 2
✓	Endurance	CON	8	= 4 + 4.0	+
✓	Gather Information	CHA	0	= 0 +	+
✓	Heal	WIS	0	= 0 +	+
✓	Insight	WIS	0	= 0 +	+
✓	Knowledge (Arcana)	INT	2	= 0 + 2.0	+
✓	Knowledge (Dragons)	INT	4	= 0 + 4.0	+
✓	Perception	WIS	11	= 0 + 9.0	+ 2
✓	Persuasion	CHA	9	= 0 + 9.0	+
✓	Ride	DEX	4	= 4 +	+
✓	Stealth	DEX	8	= 4 + 4.0	+
✓	Stealth (Hide)	DEX	4	= 4 + 4.0	-4
✓	Survival	WIS	9	= 0 + 9.0	+
✓	Survival (Find or follow tracks)	WIS	19	= 0 + 9.0	+ 10
✓	Thievery	DEX	4	= 4 +	+
✓	Use Rope	DEX	4	= 4 +	+
				= +	+
				= +	+

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Elegant Lair Relic	Equipped	1	0.0	0.0	
Bite	Equipped	1	0.0	0.0	
Spikes	Equipped	1	0.0	0.0	
Claws	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	0.0 gp	

WEIGHT ALLOWANCE					
Light	920	Medium	1840	Heavy	2760
Lift over head	2760	Lift off ground	5520	Push / Drag	13800

Special Attacks	
Warcraft	[Eclipse, p.10]
+1 BAB	

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.	
Dragon's Elegant Lair	[Drew]
Inherent Spell with +4 Bonus Uses, Specialized/requires several minutes to use for a level six effect; "Opening The Lesser Gates" (Produces any effect of up to level five effect built using the Spacewarp Spell Template from The Practical Enchanter). Choose three effects from the list - Stable (+1 Level), Supplies (+1 Level), and Servants (+1 level), Furnished (+1 Level), Expansion (+1 level) for 30,000 Cubic Feet per caster level.	
Immunity to Magic Sleep effects and Paralysis	[Drew]
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	
Celerity (Walk)	[Eclipse, p.27]
Add +10' to a movement mode	
Celerity / Improved (Walk, Walk, 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	
Grant of Aid	[Eclipse, p.32]
4/day Free Action - Heal 1d8+5 hp, 1d3 attribute damage or 1 negative level.	
Relic Purchase / First Relic (2x)	[Eclipse]
You have spent CP for a Relic. [Total CP Spent on First Relic = 2]	
Rider / Battle Dance Wis AC BONUS +1	[Eclipse]
Shapeshift / One Form (Small Lizard)	[Eclipse, p.42]
You may change into the chosen form.	
Shapeshift ~ Dire(Specialized for One Form)	[Eclipse]
Shapeshift ~ Shrinking(Specialized for One Form)	[Eclipse]

The Path of the Dragon	
Shaping	[Eclipse, p.92]
(6 CP). Shaping is the art of channeling ambient magic into effects. It allows the user to create effects like those produced by Prestidigitation at will. The character may not use cumulative effects or grant noticeable bonuses to anyone but may perform an immense variety of minor tricks for comfort, convenience, and amusement. As shown on the chart, learning Shaping is the first step along the dragon path.	

Feats	
Alertness	[PHB, p.89]
+2 bonus on Listen and Spot checks.	
Iron Will	[PHB, p.97]
+2 bonus on Will saving throws.	
Point Blank Shot	[PHB, p.98]
+1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.	

PROFICIENCIES	
Bite, Claws, Spikes	

LANGUAGES	
Draconic, Sylvan	

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

Draxfur Fang Ethrulus- Special Mount of Andreas

RACE	Felldrake, Spiked
AGE	10
GENDER	Male
VISION	Darkvision (60 ft.), Low-light
ALIGNMENT	Lawful Good
DOMINANT HAND	Ambidextrous
HEIGHT	7' 2"
WEIGHT	1000 lbs.
EYE COLOUR	Green
SKIN COLOUR	Red
HAIR	Red,
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE	
RESIDENCE	
LOCATION	None
REGION	

Description:

Shaping, Specialized and Corrupted for double effect and 2/3'rds cost/only usable to make itself look like a more-or-less normal mount.

Biography: