

Luna - Familiar of Tod Frost
[Magi Slayer]

NAME
Com1
CLASS
0
EXPERIENCE
1
NEXT LEVEL
1000

Table with 6 columns: ABILITY NAME, BASE SCORE, BASE MOD, ABILITY SCORE, ABILITY MOD, TEMP SCORE, TEMP MOD. Rows include STR, DEX, CON, INT, WIS, and CHA.

SAVING THROWS
FORTITUDE (constitution)
REFLEX (dexterity)
WILL (wisdom)

MELEE attack bonus
RANGED attack bonus
GRAPPLE attack bonus

Table with 5 columns: UNARMED, TOTAL ATTACK BONUS, DAMAGE, CRITICAL, REACH.

Table with 6 columns: \*Claw, HAND, TYPE, SIZE, CRITICAL, REACH.

Table with 6 columns: \*Bite, HAND, TYPE, SIZE, CRITICAL, REACH.

\*: 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.

Table with 5 columns: ARMOR, TYPE, AC, MAXDEX, CHECK, SPELL FAILURE.

Nick

PLAYERNAME
Companion (Cat)
RACE
Tiny
SIZE
Female
GENDER
2
AGE

HP hit points
59
AC armor class
24

INITIATIVE modifier
+4
TOTAL
DEX MODIFIER
+4
MISC MODIFIER
+0

BASE ATTACK bonus
+11/+6/+1

conditional modifiers

DEITY
1' 4"
5 lbs.
HEIGHT
WEIGHT
Blue
White,
EYES
HAIR

WOUNDS/CURRENT HP
SUBDUAL DAMAGE
DAMAGE REDUCTION

Table with 5 columns: SKILL NAME, KEY ABILITY, SKILL MODIFIER, ABILITY MODIFIER, MAX RANKS, 4/2. Rows include Acrobatics, Appraise, Athletics, etc.

True Neutral
ALIGNMENT
Low-light
VISION
13
POINTS

SPEED
Walk 20 ft.

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Claw	Equipped	1	0.0	0.0	
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	
<b>Improved Grab (Ex)</b>	[MM, TypesSubtypesAbilities.rtf]
If you hit with a melee weapon, you deal normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. You have the option to conduct the grapple normally, or simply use the part of your body it used in the improved grab to hold the opponent at a -20 penalty on grapple checks, but are not considered grappled yourself.	
<b>Pounce (Ex)</b>	[MM, TypesSubtypesAbilities.rtf]
When you make a charge, you can follow with a full attack.	
<b>Rake (Ex)</b>	[MM, TypesSubtypesAbilities.rtf]
You gain extra natural attacks when you grapple or pounce your foe.	

Special Qualities	
<b>Evasion (Ex)</b>	[PHB, ClassesII.rtf]
If subjected to an attack that allows a Reflex save for half damage, you take no damage on a successful save.	
<b>Improved Uncanny Dodge (Ex)</b>	[PHB, ClassesII.rtf]
Can't be flanked except by a level 0 rogue	
<b>Scent (Ex)</b>	[MM]
Detect creatures within 30 feet by scent. Grants +4 to Survival checks when tracking creatures by scent.	

Spell Caster Information	
<b>Rune Casting</b>	[Eclipse]
Your caster level is your Rune Casting Skill/2, your Spell Level is based upon your Rune Mastery Skill/4. Each Spell Level costs 1 mana to cast.	
<b>Rune Casting (Heal)</b>	[Eclipse, p.97]
Your caster level is 10 [Rune Casting Skill/2], your Spell Level is 5 [Rune Mastery Skill/4]. Each Spell Level costs 1 mana to cast.	

Eclipse Abilities	
<b>Blessing</b>	[Eclipse, p.26]
Allows you to give others abilities equal to your own.	
<b>Companion / Might (Positive Levels)</b>	[Eclipse, p.27]
(+6 CP) Companion gets +2 Positive Levels (p.86)	
<b>Improved Fortune / Evasion</b>	[Eclipse, p.189]
Takes no damage on successful save	
<b>Link</b>	[Eclipse, p.189]
Link with familiar up to a mile, Aid Another with Spot and Listen checks, Location and Emotion Sharing, Telepathic Speech, Speak with animals of it's own kind, Speak Normally	
<b>Location and Emotion Sharing</b>	[Eclipse, p.189]
Know Location and Emotions	
<b>Speak Normally</b>	[Eclipse, p.189]
Familiar can speak normally	
<b>Speak with other Animals</b>	[Eclipse, p.189]
Familiar can speak with animals of it's own kind	
<b>Telepathic Speech</b>	[Eclipse, p.189]
Can communicate without vocalization - and so silently and without any mishearing-based misunderstandings.	
<b>Inherent Spell</b>	[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.	
<b>Inherent Spell / Multiple (+4)</b>	[Eclipse, p.33]
adds +4 uses per day for +6 CP. If this is applied to a pair of L1 effects it increases the uses per day of both.	
<b>Inherent Spell L3 (Earthward)</b>	[Eclipse]
1/day	

Feats	
<b>Track</b>	[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, Claw

LANGUAGES
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TEMPLATES
Positive Level (+2)