

Bane - Animal Companion of Pip

NAME  
Com6  
CLASS  
6  
Character Level  
0  
EXPERIENCE  
21000  
NEXT LEVEL

Terry Reed

PLAYERNAME  
Companion (Ravenwolf)  
RACE  
4  
AGE  
Medium  
SIZE  
Male  
GENDER

DEITY  
3' 0"  
HEIGHT  
Obsidian  
EYES  
80 lbs.  
WEIGHT  
Midnight Black,  
HAIR

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	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED Walk 40 ft.			
AC armor class	17	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		+2		=		+2		+		+0							
BASE ATTACK bonus		+4															

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

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
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	DAMAGE				
+14	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	9/3 MISC MODIFIER
✓ Acrobatics	DEX	2	=	2	+	+
✓ Appraise	INT	-4	=	-4	+	+
✓ Athletics	STR	7	=	5	+	2.0
Athletics (Jump)	STR	11	=	5	+	2.0
✓ 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
✓ 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
✓ 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	
<b>Trained for Fighting</b>	[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.	
<b>Attack</b>	[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	
<b>Defend</b>	[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.	
<b>Down</b>	[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.	
<b>Guard</b>	[PHB, p.75]
The animal stays in place and prevents others from approaching.	
<b>Stay</b>	[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.	
<b>Track</b>	[PHB, p.75]
The animal tracks the scent presented to it. (This requires the animal to have the scent ability.)	

Special Qualities	
<b>Bonus Tricks</b>	[PHB, p.36]
1	
<b>Scent (Ex)</b>	[MM]
Detect creatures within 30 feet by scent. Grants +4 to Survival checks when tracking creatures by scent.	

PROFICIENCIES
Bite

LANGUAGES
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TEMPLATES
Positive Level (+2)
02 Companion Bonus ~ Great Form

## Eclipse Abilities

### 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.

### 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.

### 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: