

Mausu - Familiar of Yu

CHARACTER NAME

Companion 1

CLASS

1

Character Level

0 / 1000

EXP / NEXT LEVEL

Gunhaven

PLAYER NAME

Companion

(White Mouse)

RACE

1

AGE

Diminutive

SIZE

Male

GENDER

0' 2"

HEIGHT

Blue

EYES

0 lbs.

WEIGHT

White

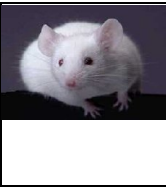
HAIR

None

REGION

True Neutral

ALIGNMENT



ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	2		-4		
DEX Dexterity	26		+8		
CON Constitution	8		-1		
INT Intelligence	6		-2		
WIS Wisdom	10		+0		
CHA Charisma	10		+0		

HP hit points	19	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED			
AC armor class	25	17	24	10	0	0	8	4	1	0	0	2	Walk 20 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	+8	=	+8	+0
TOTAL		DEX MODIFIER		MISC MODIFIER
BASE ATTACK bonus	+6/+1			

TOTAL SKILLPOINTS: 0		SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Acrobatics	DEX	8	=	8			
✓	Appraise	INT	-2	=	-2			
✓	Athletics	STR	-4	=	-4			
✓	Athletics (Jump)	STR	-10	=	-4			+ -6
✓	Craft (Untrained)	INT	-2	=	-2			
✓	Deception	CHA	0	=	0			
✓	Endurance	CON	-1	=	-1			
✓	Gather Information	CHA	0	=	0			
✓	Heal	WIS	0	=	0			
✓	Insight	WIS	0	=	0			
✓	Perception	WIS	0	=	0			
✓	Persuasion	CHA	0	=	0			
✓	Ride	DEX	8	=	8			
✓	Stealth	DEX	12	=	8			+ 4
✓	Stealth (Hide)	DEX	24	=	8			+ 16
✓	Survival	WIS	0	=	0			
✓	Survival (Find or follow tracks)	WIS	4	=	0			+ 4
✓	Thievery	DEX	8	=	8			
✓	Use Rope	DEX	8	=	8			
							+	+
							+	+

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

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+2	=	+3	-1	+0	+0	+0	
REFLEX (dexterity)	+10	=	+2	+8	+0	+0	+0	
WILL (wisdom)	+2	=	+2	+0	+0	+0	+0	

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+6	=	+6	-4	+4	+0	+0
RANGED attack bonus	+18	=	+6	+8	+4	+0	+0
GRAPPLE attack bonus	-10	=	+6	-4	-12	+0	+0

*Claw	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	PS	D	20/x2	0 ft.
TOTAL ATTACK BONUS	DAMAGE				
+6/+6	1d1-4				
Special Properties					
*Bite	HAND	TYPE	SIZE	CRITICAL	REACH
	Off-hand	BPS	D	20/x2	0 ft.
TOTAL ATTACK BONUS	DAMAGE				
+1	1d2-4				
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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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	3	Medium	6	Heavy	10
Lift over head	10	Lift off ground	20	Push / Drag	50

LANGUAGES

Special Qualities	
Scent (Ex)	[MM]
Detect creatures within 30 feet by scent. Grants +4 to Survival checks when tracking creatures by scent.	

Eclipse Abilities	
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	
Link	[Eclipse, p.189]
Link with familiar up to a mile, Aid Another with Spot and Listen checks	
Deep Sleep	[Eclipse, p.30]
You only require 4 hours of sleep instead of 8 hours to be fully refreshed.	
Deep Sleep / Cosmic Awareness	[Eclipse, p.30]
(+6 CP), allows the user to gain mysterious insights into the universe with a successful Wis check, obtaining obscure prophecies, strange clues, odd riddles, a glimpse of the obvious, some good advice, or whatever other information the Game Master feels like giving out today. The GM sets the DC for deliberate use, which increases by +5 per usage in a day.	

PROFICIENCIES
Bite, Claw

TEMPLATES
Positive Level (+2)