

Shadowcat - Mount of The Scout

NAME

Ani3

CLASS

3

Character Level

3

EXPERIENCE

0

NEXT LEVEL

6000

PLAYERNAME

Cheetah

RACE

Medium

AGE

0

DEITY

HEIGHT

0' 0"

EYES

WEIGHT

0 lbs.

HAIR

ALIGNMENT

Chaotic Good

VISION

Low-light

POINTS

0

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

16

+3

16

+3

16

+3

DEX

18

+4

18

+4

18

+4

CON

14

+2

14

+2

14

+2

INT

2

-4

2

-4

2

-4

WIS

12

+1

12

+1

12

+1

CHA

6

-2

6

-2

6

-2

HP

hit points

27

WOUNDS/CURRENT HP

AC

armor class

17

TOTAL

FLAT

13

TOUCH

16

BASE

10

ARMOR BONUS

0

SHIELD BONUS

0

STAT

4

SIZE

0

NATURAL ARMOR

1

DEFLECTION

0

MISC

2

INITIATIVE

modifier

+4

TOTAL

+4

DEX MODIFIER

+0

MISC MODIFIER

+0

BASE ATTACK

bonus

+4

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 50 ft.

MISS CHANCE

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESIST

0

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+7

=

+5

+

+2

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+9

=

+5

+

+4

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+4

=

+3

+

+1

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

+7

=

+4

+

+3

+

+0

+

+0

+

+0

+

RANGED

attack bonus

+8

=

+4

+

+4

+

+0

+

+0

+

+0

+

GRAPPLE

attack bonus

+7

=

+4

+

+3

+

+0

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+3

1d3+3

20/x2

5 ft.

*Bite

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

BPS

M

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+7

1d6+3

Special Properties

*Claw

HAND

TYPE

SIZE

CRITICAL

REACH

Off-hand

PS

M

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+2/+2

1d2+1

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

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	6/3
					RANKS	MISC MODIFIER
✓	Acrobatics	DEX	4	=	4	+
✓	Appraise	INT	-4	=	-4	+
✓	Athletics	STR	3	=	3	+
✓	Athletics (Jump)	STR	11	=	3	+ 1.0 + 7
✓	Craft (Untrained)	INT	-4	=	-4	+
✓	Deception	CHA	-2	=	-2	+
✓	Endurance	CON	2	=	2	+
✓	Gather Information	CHA	-2	=	-2	+
✓	Heal	WIS	1	=	1	+
✓	Perception	WIS	1	=	1	+
✓	Persuasion	CHA	-2	=	-2	+
✓	Ride	DEX	4	=	4	+
✓	Sense Motive	WIS	1	=	1	+
✓	Stealth	DEX	4	=	4	+
✓	Survival	WIS	1	=	1	+
✓	Thievery	DEX	4	=	4	+
✓	Use Rope	DEX	4	=	4	+
				=	+	+
				=	+	+

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Bite	Equipped	1	0.0	0.0	
Claw	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	0.0 gp	

WEIGHT ALLOWANCE					
Light	115	Medium	230	Heavy	345
Lift over head	345	Lift off ground	690	Push / Drag	1725

Special Attacks	
Trip (Ex)	[MM]

Special Qualities	
Animal Traits	[PHB, TypesSubtypesAbilities.rtf]
Animals eat/sleep/breathe	
Scent (Ex)	[MM]
Detect creatures within 30 feet by scent. Grants +4 to Survival checks when tracking creatures by scent.	
Sprint (Ex)	[MM]
+7/+2+7/+2	

PROFICIENCIES
Bite, Claw

LANGUAGES

TEMPLATES
Positive Level (+2)

Eclipse Abilities

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.

Returning

[Eclipse, p.41]

(6 CP). A powerful but expensive technique favored by villains, Returning allows a character to return from death. The basic form requires that enemies take special precautions, such as burning or shredding the character's body or sprinkling his or her grave with Holy Water, to prevent the return. Usually, the character will return as an outsider, elemental, golem (albeit sentient), or undead.

Shapeshift

[Eclipse, p.42]

(6 CP) You may take Small or Medium animal forms once per day per 3 character levels as a Standard Action. You may not take a form with more hit dice than you possess. All equipment you carry melds with your new form and is unusable. The new form lasts until you decide to change back. As a side effect, shapeshifters can revert to normal form when polymorphed.

Shapeshift - Growth

[Eclipse, p.43]

(+3 CP) allows Large or Huge forms.

Shapeshift - Shrink

[Eclipse, p.43]

(+3 CP) allows Tiny or Diminutive forms.

Notes:

Character Sheet Notes: