

**EQUIPMENT** 

ITEM

LOCATION QTY WT / COST Equipped 0/0 1

TOTAL WEIGHT CARRIED/VALUE

0 lbs 0gp

WEIGHT ALLOWANCE

Light 613 Lift over head 1840

Medium 1226 Lift off ground 3680

Heavy 1840 Push / Drag 9200

# **LANGUAGES**

# Special Qualities

#### Share Spells

Bite

[Eclipse, p.189]

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, p.189]

Their master may communicate with them, at ranges of up to one mile

#### Low-Light Vision (Ex)

You can see 2x as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

#### Magical Beast Type

Magical Beasts eat/sleep/breathe

#### Scent (Ex)

Detect creatures within 30 feet by scent. Grants +4 to Survival checks when tracking creatures by scent.

# Share saving throws

[Eclipse, p.189]

Creature uses Master's Saving Throw Base (or it's own if higher) with it's own modifiers.

# **Eclipse Abilities**

#### Improved Fortune / Evasion

[Eclipse, p.189]

Takes no damage on successful save

# Mystic Link (Rao)

[Eclipse, p.38]

(3 CP) A character with Mystic Link has an occult bond with someone or something. He or she may sense the target or the direction it lies in.
You may take this ability multiple times. Each time, you a create a separate mystic

link. Upgrades apply to all your Mystic Link powers.

#### Mystic Link / Communications

[Eclipse, p.38]

(+3 CP) allows the user to communicate with the target. This normally only works with living targets, although computers and sentient magic items are eligible.

# Mystic Link / Identity Link

[Eclipse, p.38]

(+3 CP) mystically bonds the character and target. Any spell effects which affects one also affects the other.

# Occult Sense / Detect Evil

[Eclipse, p.38]

Detect the presence of evil, as the spell at will, within 60 ft.

# **CLASSFEATURE POWERS**

### Improved Evasion

Feats

You get a +2 bonus on all Listen checks and Spot checks. Special: The master of a familiar (see the Familiars sidebar, page 52) gains the benefit of the Alertness feat whenever the familiar is within arm's reach.

When running, you move five times your normal speed or four times your speed (if wearing medium or heavy armor or carrying a medium or heavy load). If you make a jump after a running start, you gain a +4 bonus on your Jump check. While running, you retain your Dexterity bonus to AC.

# Weapon Focus (Bite)

[PH, p.102]

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Track

Alertness

[PH, 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

**TEMPLATES** 

Base Race Type

# Dog Mystic Companion of Pag

Poe- Mystic Companion of Rao	
Companion (Dire Wolf)	
RACE	
4	
AGE	
Vision Test: Low-light	
Male	
GENDER	
Low-light	
VISION	
None	
ALIGNMENT	
Right	
DOMINANT HAND	
0' 0"	
HEIGHT	
0 lbs. WEIGHT	
WEIGHT	
EYE COLOUR	<del></del>
SKIN COLOUR	
SKIN COLOUR	
, HAIR / HAIR STYLE	
TIMIN OTTEE	
PHOBIAS	
,	
PERSONALITY TRAITS	
INTERESTS	
, SPOKEN STYLE / CATCH PHRASE	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	
None	
REGION	
DEITY	
Magical Beast	
Race Type	
Race Sub Type	

Description: Biography:

EXP Factor: 100%; EXP Penalty: 0%

Favored Class

Low-light