

Ginger - Familiar of Laelia
'Katlyn' Kavanagh

NAME
Com4
CLASS
4/7
Character Level/ECL
6000
EXPERIENCE
28000
NEXT LEVEL

Rebekah Maitland

PLAYERNAME
Companion (Dragoncat)
RACE
Small
SIZE
Female
AGE
2
GENDER

DEITY
3' 0"
HEIGHT
40 lbs.
WEIGHT
Green
EYES
Black,
HAIR

Chaotic Good
ALIGNMENT
Darkvision (60 ft.),
Low-light
VISION
28
POINTS

Ability score table for STR, DEX, CON, INT, WIS, CHA with base and temp modifiers.

HP, AC, WOUNDS/CURRENT HP, SUBDUAL DAMAGE, DAMAGE REDUCTION, SPEED (Walk 45 ft., Climb 25 ft., Fly 45 ft.(Average))

INITIATIVE, BASE ATTACK, TOTAL, FLAT, TOUCH, BASE, ARMOR BONUS, SHIELD BONUS, STAT, SIZE, NATURAL ARMOR, DEFLECTION, MISC, MISS CHANCE, ARCANESPELL FAILURE, ARMOR CHECK PENALTY, SPELL RESIST

SAVING THROWS: FORTITUDE, REFLEX, WILL with various modifiers.

MELEE, RANGED, GRAPPLE attack bonuses with various modifiers.

UNARMED attack bonus table.

*Bite attack table with hand, type, size, critical, reach.

*Claw attack table with hand, type, size, critical, reach.

*Claws attack table with 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.

ARMOR table with type, AC, maxdex, check, spell failure.

Table with 5 columns: Skill Name, Key Ability, Skill Modifier, Max Ranks, Misc Modifier. Rows include Acrobatics, Appraise, Athletics, Athletics (Climb), Athletics (Jump), Craft (Untrained), Deception, Endurance, Gather Information, Heal, Insight, Knowledge (Nature), Perception, Persuasion, Ride, Stealth, Stealth (Hide), Survival, Survival (Find or follow tracks), Survival (Natural environments), Thievery, Use Rope.

*Bite		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand	BPS	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+5/+5		N/A				
Special Properties						

EQUIPMENT						
ITEM		LOCATION	QTY	WT	COST	
Ginger's Collar		Equipped	1	0.0	0.0	
Bite		Equipped	1	0.0	0.0	
Claw		Equipped	1	0.0	0.0	
Claws		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	75	Medium	150	Heavy	225
Lift over head	225	Lift off ground	450	Push / Drag	1125

Special Attacks	
Breathweapon	[Drew]
Fireball deals 1d6 [max 10d6] per companions Master's caster level [Currently 10d6]. DC Reflex Save 20	
Improved Grab (Ex)	[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.	
Pounce (Ex)	[MM, TypesSubtypesAbilities.rtf]
When you make a charge, you can follow with a full attack.	
Rake (Ex)	[MM, TypesSubtypesAbilities.rtf]
You gain extra natural attacks when you grapple or pounce your foe.	

Special Qualities	
Breath Weapon (Ex)	[MM]
60' Line of Fire 1/day 6d8 (DC 16)	
Immunity To Fire (Ex)	[MM]
You never take Fire damage	
Scent (Ex)	[MM]
Detect creatures within 30 feet by scent. Grants +4 to Survival checks when tracking creatures by scent.	

Eclipse Abilities	
Assistance	[Eclipse, p.24]
(6 CP). Your "Aid Another" actions provides a +4 bonus, instead of the usual +2.	
Companion / Great Form	[Eclipse, p.27]
(+6 CP) 3/day apply Righteous Might 4 to a companion as a Free Action.	
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, Location and Emotion Sharing, Telepathic Speech, Speak with animals of it's own kind, Speak Normally, Gains either Spell Resistance or Power Resistance	
Location and Emotion Sharing	[Eclipse, p.189]
Know Location and Emotions	
Speak Normally	[Eclipse, p.189]
Familiar can speak normally	
Speak with other Animals	[Eclipse, p.189]
Familiar can speak with animals of it's own kind	
Telepathic Speech	[Eclipse, p.189]
Can communicate without vocalization - and so silently and without any mishearing-based misunderstandings.	
Spell Resistance	[Eclipse, p.189]
Companion has Spell Resistance of 16	
Grant of Aid	[Eclipse, p.32]
2/day Free Action - Heal 1d8+5 hp, 1d3 attribute damage or 1 negative level.	

PROFICIENCIES	
Bite, Chakram, Claw, Claws, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Giant Rock, Grapple, Halfspear, Hoopak, Javelin, Keyblade, Laser, Longspear, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Quarterstaff, Scourge, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Sword Staff, Unarmed, Unarmed Strike	

LANGUAGES	
Draconic	

TEMPLATES						
Half Dragon (Brass)						
02 Companion Bonus ~ Great Form						
Positive Level (+2)						