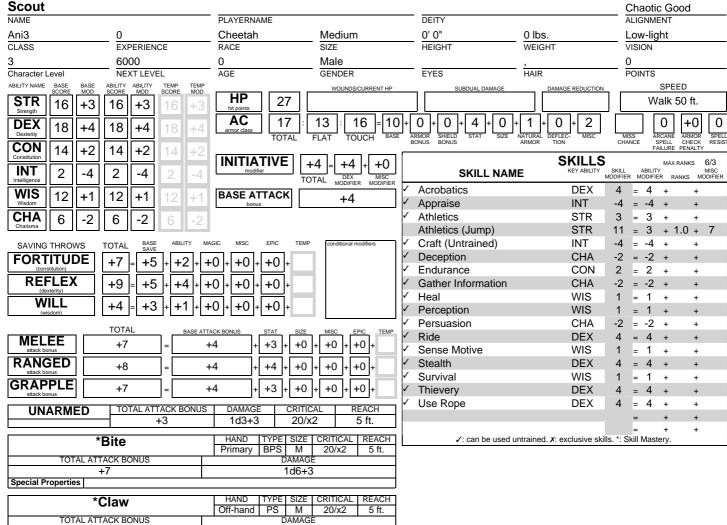
Shadowcat - Mount of The



Special Properties

+2/+2

**: 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.

1d2+1

ARMOR AC MAXDEX CHECK SPELL FAILURE TYPE

ITEM LOCATION QTY WT Bite Equipped 1 0.0	
Bite Equipped 1 0.0	0.0
	0.0
Claw Equipped 1 0.0	0.0
TOTAL WEIGHT CARRIED/VALUE 0 lbs	s. 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]

	Speci	al Qu	alities				
Animal Traits	•						[PHB,
				Туре	esSubtyp	esAbilit	ies.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:	