

Tarik - Mystic Companion of Ghost

CHARACTER NAME

Animal 3, Companion 1

CLASS

4/6 (2)

Character Level/ECL / EXP / NEXT LEVEL

CR

Arrevanthalas

PLAYER NAME

Black Panther (Darkling)

RACE

45

AGE

Medium / 5 ft.

SIZE / FACE

3' 6"

HEIGHT

140 lbs.

WEIGHT

None

REGION

Darkvision (60 ft.), Low-light

VISION

Black

HAIR

POINTS



ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	22		+6		
DEX Dexterity	27		+8		
CON Constitution	*		+0		
INT Intelligence	10		+0		
WIS Wisdom	15		+2		
CHA Charisma	8		-1		

HP	hit points	32	WOUNDS/CURRENT HP					SUBDUAL DAMAGE					DAMAGE REDUCTION			SPEED		
AC	armor class	22	14	20	10	0	0	8	0	2	0	0	2		0	+0	0	
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	+12	=	+8	+4
TOTAL		DEX MODIFIER MISC MODIFIER			
BASE ATTACK	bonus	+5			

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+5	= +5	+0	+0	+0	+0		
REFLEX (dexterity)	+13	= +5	+8	+0	+0	+0		
WILL (wisdom)	+5	= +3	+2	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+11	= +5	+6	+0	+0	+0	
RANGED attack bonus	+13	= +5	+8	+0	+0	+0	
GRAPPLE attack bonus	+11	= +5	+6	+0	+0	+0	

Bite	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
Lethal	+13	1d6+6	20 / x2	5
Claw x2	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
Lethal	+11	1d3+3	20 / x2	5

TOTAL SKILLPOINTS: 6		SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS: 7/3.5	
							RANKS	MISC MODIFIER
✓	Acrobatics	DEX	12	=	8		+	4
✓	Appraise	INT	0	=	0			
✓	Athletics	STR	6	=	6			
✓	Athletics (Jump)	STR	14	=	6		+	8
✓	Craft (Untrained)	INT	0	=	0			
✓	Deception	CHA	-1	=	-1			
✓	Endurance	CON	0	=	0			
✓	Gather Information	CHA	-1	=	-1			
✓	Heal	WIS	2	=	2			
✓	Insight	WIS	2	=	2			
✓	Perception	WIS	8	=	2		+	6
✓	Persuasion	CHA	3	=	-1		+	4
✓	Ride	DEX	8	=	8			
✓	Stealth	DEX	12	=	8		+	4
✓	Survival	WIS	6	=	2		+	4
✓	Survival (Find or follow tracks)	WIS	12	=	2		+	10
✓	Thievery	DEX	8	=	8			
✓	Use Rope	DEX	8	=	8			
							+	+
							+	+

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

*: 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
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	0.0 gp

WEIGHT ALLOWANCE					
Light	173	Medium	346	Heavy	520
Lift over head	520	Lift off ground	1040	Push / Drag	2600

LANGUAGES				
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Special Attacks	
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	
Share Spells	[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.	
Construct Traits	[PHB, TypesSubtypesAbilities.rtf]
Constructs do not eat/sleep/breathe. Constructs are Immune to poison/ sleep effects/ paralysis/ stunning/ disease/ death effects/ and necromancy effects. Constructs cannot heal damage on own but can be repaired by exposure to certain kind of effect (see description for details) or through use of Craft Construct feat (does benefit from Fast Healing special ability). Not subject to critical hits/ nonlethal damage/ ability damage/ ability drain/ fatigue/ exhaustion/ or energy drain. Immune to effects requiring a Fortitude save (unless it affects objects or is harmless). Not at risk from death from massive damage (but destroyed when reduced to 0 hp). Constructs cannot be raised/resurrected.	
Extraplanar Traits	[PHB]
A subtype applied to any creature when it is on a plane other than its native plane. A creature that travels the planes can gain or lose this subtype as it goes from plane to plane. Monster entries assume that encounters with creatures take place on the Material Plane, and every creature whose native plane is not the Material Plane has the extraplanar subtype (but would not have when on its home plane). Every extraplanar creature in this book has a home plane mentioned in its description. Creatures not labeled as extraplanar are natives of the Material Plane, and they gain the extraplanar subtype if they leave the Material Plane. No creature has the extraplanar subtype when it is on a transitive plane, such as the Astral Plane, the Ethereal Plane, and the Plane of Shadow.	
Low-light Vision (Ex)	[PHB]
You can see 2x as far as humans in low illumination. [2x]	
Native Traits	[PHB]
Outsider native to Material Plane	
Scent (Ex)	[MM]
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	
Companion / Might (Positive Levels) (+6 CP) Companion gets +2 Positive Levels (p.86)	[Eclipse, p.27]
Improved Fortune / Evasion Takes no damage on successful save	[Eclipse, p.189]
Darkling Creature Magic can cause very strange deaths. And spirits. spirits cling to life. Every so often, when a creature is slain by shadow magic, the same power that destroys it's physical body touches it's spirit - allowing it to pass into it's bodies shadow, rather than departing for the Outer Planes. As the body decays, and it's shadow fades, most such unfortunates lose their grips. Their minds decay, their poorly-contained life-force fades away, and the power of the true darkness - never far from the Shadow Plane - enters in it's place. They rise as Shadows, mindless and formless horrors that exist but to kill and feed. A rare few, however, manage to retain their minds and their vital force. Over time they learn to draw the stuff of shadow about themselves - to re-emerge into the material world as Darklings - the spawn of shadows. At 83 CP, Darklings are roughly in the middle of +2 ECL territory - but vary drastically in effectiveness. Outside, in the daytime? Virtually none of their special abilities will work. In the shadows or at night? They're quite powerful.	[Eclipse]
Attribute Shift (8 CP) Str -2, Cha -2, Dex +4. Corrupted/When exposed to direct sunlight a Darkling takes a -2 penalty on attack rolls.	[Eclipse]
Amorphous (6 CP) Darklings have no real form. They cannot be flanked and can flow through cracks.	[Eclipse]
Extra Limbs (6 CP) Darklings have assorted tendrils of darkness, which serve as additional legs and crude manipulative tentacles. They gain a +10 bonus on their ground movement rate and can carry more stuff.	[Eclipse]
Returning (6 CP) As extradimensional creatures of shadow, Darklings will return within a few weeks after being "killed" - unless they're destroyed by light-based effects or their access to the plane of shadow is cut off at the time they're slain.	[Eclipse]
No Constitution Score (0 CP) A darkling's body is a construct of shadow, and is not truly alive. It does not need to eat, drink, breathe, or sleep, never tires or sleeps, and is immune to ability damage and drain, energy drain, and effects requiring fortitude saves that do not work on objects. They - or at least their bodies - are, however, instantly destroyed at 0 HP.	[Eclipse]
Occult Sense/Dark Tendrils (6 CP) Darklings can sense anything within thirty feet which is in darkness or shadow, including the first six inches of the internal structure of objects. This makes them hard to sneak up on and provides a +4 bonus to appropriate checks - such as Pick Pockets and Open Locks.	[Eclipse]
Presence (6 CP) Specialized (for double effect)/does not work in daylight or brightly illuminated areas, requires the presence of shadows. This ability weaves misdirecting shadows around the user and any nearby companions, with the effect of a Blur spell.	[Eclipse]
Universal DR 8 Specialized/does not work in areas of bright illumination, against brilliant energy weapons, light-based attacks, Corrupted/When exposed to direct sunlight a Darkling takes a -2 penalty on saving throws (8 CP). Being made of shadows and illusions does have some advantages; a substantial portion of any attack tends to pass through.	[Eclipse]
Channeling / Specialized in Spell Conversion to Shadow Magic Spells only, 1 CP.	[Eclipse]
Spell Conversion to a level six Greater Invocation "Any Shadow Spell Effect of level four or less", Specialized/Will not work in full daylight or brilliantly-illuminated areas, cannot produce effects more than one level above those appropriate to the user's level, user frightens natural animals, giving the user a -6 penalty on Handle Animal, Ride, attempts to evade their notice, and to any similar checks (6 CP).	[Eclipse]
+15 Bonus Uses of Channeling Specialized and Corrupted / only for Spell Conversion, only allows the use of a total of four first, four second (or below), four third (or below), and four fourth (or below) effects per day, the user is afflicted with light blindness (the user is automatically flashblinded on the first round of exposure to bright lights, and dazzled as long as he or she remains exposed to bright light thereafter) (8 CP).	[Eclipse]
Reflex Training/Extra actions per day variant (6 CP) Specialized for double effect/only for the use of channeling, only for the creation of personal effects (movement, defenses, etc). [Grants 6 extra actions in a day]	[Eclipse]
Adept (6 CP) Darklings pay only half cost to buy Acrobatics, Stealth, Persuasion, and Survival.	[Eclipse]
Darkling Racial Bonus Darklings enjoy a +4 racial bonus on all four of their Adept skills (8 CP).	[Eclipse]
Mystic Link (Ghost) (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.	[Eclipse, p.38]
Mystic Link / Power Link (+3 CP) allows user to use spells or other powers on the target, or have the target use spells or other powers on him or her regardless of range. Inanimate power sources can simply be tapped as if they were in hand.	[Eclipse, p.38]
Shadow Mastery Package (Tarik) Shadow Mastery Package (18 CP Total) - can tap into the magics of twilight and darkness, channeling those hidden forces into a modest variety of tricks. This particular ability package is being purchases as Witchcraft, with all abilities Corrupted / will not work in areas of bright illumination and can be dispelled by light-based powers. That's a bit of a bottleneck - but this is only a supplementary set of abilities. More importantly, Witchcraft is a very cheap and efficient way to get some fairly good powers - but it doesn't improve much (if at all) with level. Thus it's great for low-level	[EWB]

characters, fair for mid-level characters, and only a minor supplement for high-level characters.

Witchcraft [Eclipse, p.109]

20 Power Points, Save DC Will 12

Witchcraft Abilities

Witchcraft / The Adamant Will

[Eclipse, p.110]

This talent allows users to spend 2 Power to resist Fear, Possession, Charm, Hold effects, and other forms of mind control. The user may spend the Power each time he or she is affected by such an ability. Ongoing powers, such as Fear auras, are resisted for 10 rounds. The user may make an extra save against mindreading or "truth" effects by spending a like amount, and may present a false aura to detection spells or ignore pain for 3 power. He or she may pay the Power without spending an action when the effect takes hold.

Witchcraft / Shadowweave

[Eclipse, p.110]

Shadowweave manipulates light and darkness to craft minor illusions. Normally 1 Power grants 10 minutes of activity. Effects include will-o-the wisps, cloaking (+6 to stealth and disguise rolls), various apparitions, spheres of darkness, blinding rays of light and hiding small actions - such as slipping out a dagger, picking a pocket, or a strike in combat (offers a +3 circumstance bonus to the user's roll)., For +6 CP the user may expand his or her repertoire to level 2 (2 power) and 3 (4 power) illusion-casting effects (compare to the Sorcerer/Wizard list).

Witchcraft / Wightsight

[Eclipse, p.110]

Sharpening or expanding the user's senses is a simple trick. In general, this affects one sense at a time, providing either a +6 bonus on relevant checks or some special capability (Darkvision, Scent, etc). As a rule this costs 1 Power and lasts for about an hour. Witches may triple the effect by reducing the duration to a single round, allowing effects such as checking a meal for poison with the slightest taste.

Pact of Vow / Duties (Must spend time in the shadows)

[Eclipse, p.112]

means the character has an obligation to act in some specific circumstance. For example, a character might be required to follow a Healer's Oath, slay anyone who fells a tree in the Sacred Wood, aid all members of the coven who need it, teach the faith to children, or spread plagues in large cities.

Path of Darkness / Nightforge

[Eclipse, p.118]

Witches with this ability may create solid darkness for 1 Power per hour per 20 lbs. of material. It is treated as being Adamantine for the duration. This can be used as an attack, to trap someone in manacles or a cage, in which case the victim receives a Reflex save.

Path of Darkness / Shadow Form

[EWB, web]

"Shadow Form"/Ashen Rebirth (with the Dimension Door and Teleportation upgrades, 8 CP). Ghost may spend one power to merge with the darkness for one minute. In that form she gains DR 10/-, the ability to walk on walls and ceilings, the ability to pass through cracks and crevices, a +5 enhancement bonus to stealth, and a (Cha Mod) deflection bonus to her AC. While in this form she may spend 2 power to dimension door from one shadow to another as long as she can trace a transverseable path between them or 7 power to teleport to another shadow.

Feats

Improved Initiative

[Is This It, p.95]

+4 bonus on initiative checks.

Multiattack

[MM, rsrd monster feats.rtf]

The creature's secondary attacks with natural weapons take only a -2 penalty.

Weapon Finesse

[Is This It, p.102]

With a light weapon, rapier, whip, or spiked chain, use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

PROFICIENCIES

Bite, Claw

TEMPLATES

Darkling (Creature) (83 CP / +2 ECL)

Positive Level (+2)

Mystic Companion Creature (Temp Work Around till Companion Tab Re-enabled)

Natural Attack

Tarik - Mystic Companion of Ghost

RACE	Black Panther (Darkling)
AGE	45
AGE	
GENDER	Male
VISION	Darkvision (60 ft.), Low-light
ALIGNMENT	Neutral Good
DOMINANT HAND	Right
HEIGHT	3' 6"
WEIGHT	140 lbs.
EYE COLOUR	Emerald
SKIN COLOUR	Black Fur
HAIR / HAIR STYLE	Black,
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	None
REGION	
DEITY	



Description:
Biography: