

Ginger - Familiar of Lelia

NAME

Com4

6000

CLASS

EXPERIENCE

4/7

28000

Character Level/ECL

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	14	+2	14	+2	14	+2
<b>DEX</b> Dexterity	18	+4	18	+4	18	+4
<b>CON</b> Constitution	16	+3	16	+3	16	+3
<b>INT</b> Intelligence	7	-2	7	-2	7	-2
<b>WIS</b> Wisdom	12	+1	12	+1	12	+1
<b>CHA</b> Charisma	10	+0	10	+0	10	+0

SAVING THROWS

**FORTITUDE**  
(constitution)

**REFLEX**  
(dexterity)

**WILL**  
(wisdom)

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

+5

=

+2

+

+3

+

+0

+

+0

+

+0

+

+6

=

+2

+

+4

+

+0

+

+0

+

+0

+

+3

=

+2

+

+1

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

**MELEE**  
attack bonus

**RANGED**  
attack bonus

**GRAPPLE**  
attack bonus

+7

=

+6

+

+2

+

+1

+

-2

+

+0

+

+9

=

+6

+

+4

+

+1

+

-2

+

+0

+

+2

=

+6

+

+2

+

-4

+

-2

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+7/+7	1d2+2	20/x2	5 ft.

*Claw	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	PS	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+7/+7/+7	1d3+3				
Special Properties					

*Bite	HAND	TYPE	SIZE	CRITICAL	REACH
	Off-hand	BPS	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+2/+2	N/A				
Special Properties					

*Claw	HAND	TYPE	SIZE	CRITICAL	REACH
	Off-hand	PS	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+2/+2	N/A				
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
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Rebekah Maitland

PLAYERNAME

Companion

Small

3' 0"

40 lbs.

RACE

SIZE

HEIGHT

WEIGHT

2

Male

Green

Black,

AGE

GENDER

EYES

HAIR

HP

hit points

62

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

AC

armor class

23

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLEC-TION

MISC

INITIATIVE

modifier

+4

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+6/+1

Chaotic Good

ALIGNMENT

Darkvision (60 ft.),

Low-light

VISION

0

POINTS

SPEED

Walk 45 ft., Climb 25 ft., Fly 45 ft.(Average)

MISS CHANCE

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESIST

0

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	7/2	MISC MODIFIER
✓ Acrobatics	DEX	4	=	4	+	+	
✓ Appraise	INT	-2	=	-2	+	+	
✓ Athletics	STR	2	=	2	+	+	
Athletics (Climb)	STR	10	=	2	+	1.0	+
Athletics (Jump)	STR	6	=	2	+	1.0	+
✓ Craft (Untrained)	INT	-2	=	-2	+	+	
✓ Deception	CHA	0	=	0	+	+	
✓ Endurance	CON	5	=	3	+	2.0	+
✓ Gather Information	CHA	0	=	0	+	+	
✓ Heal	WIS	2	=	1	+	1.0	+
Knowledge (Nature)	INT	3	=	-2	+	5.0	+
✓ Perception	WIS	8	=	1	+	7.0	+
✓ Persuasion	CHA	0	=	0	+	+	
✓ Ride	DEX	4	=	4	+	+	
✓ Sense Motive	WIS	1	=	1	+	+	
✓ Stealth	DEX	8	=	4	+	4.0	+
✓ Survival	WIS	2	=	1	+	1.0	+
Survival (Find or follow tracks)	WIS	8	=	1	+	1.0	+
Survival (Natural environments)	WIS	5	=	1	+	2.0	+
✓ Thievery	DEX	4	=	4	+	+	
✓ Use Rope	DEX	4	=	4	+	+	
			=	+	+	+	
			=	+	+	+	

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Claw	Equipped	1	0.0	0.0	
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	43	Medium	87	Heavy	131
Lift over head	131	Lift off ground	262	Push / Drag	656

Special Attacks	
<b>Improved Grab (Ex)</b>	[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.	
<b>Pounce (Ex)</b>	[MM, TypesSubtypesAbilities.rtf]
When you make a charge, you can follow with a full attack.	
<b>Rake (Ex)</b>	[MM, TypesSubtypesAbilities.rtf]
You gain extra natural attacks when you grapple or pounce your foe.	

Special Qualities	
<b>Breath Weapon (Ex)</b>	[MM]
60' Line of Fire 1/day 6d8 (DC 15)	
<b>Immunity To Fire (Ex)</b>	[MM]
You never take Fire damage	
<b>Scent (Ex)</b>	[MM]
Detect creatures within 30 feet by scent. Grants +4 to Survival checks when tracking creatures by scent.	

PROFICIENCIES	
Bite, Chakram, Claw, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), 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)	

## Eclipse Abilities

<b>Assistance</b>	<b>[Eclipse, p.24]</b>
(6 CP). Your "Aid Another" actions provides a +4 bonus, instead of the usual +2.	
<b>Great Form</b>	<b>[Eclipse, p.27]</b>
(+6 CP) allows you to apply Righteous Might (at a Caster Level equal to your level) to a companion as a Free Action up to three times per day.	
<b>Might</b>	<b>[Eclipse, p.27]</b>
(+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.	
<b>Grant of Aid</b>	<b>[Eclipse, p.32]</b>
(6 CP). You are automatically healed of 1d8+5 points of damage or 1d3 points of attribute damage or 1 negative level (select as needed) once per day per three levels or part thereof. This does not require an action; the player simply decides when it happens.	
<b>Improved Fortune - Evasion</b>	<b>[Eclipse, p.189]</b>
Takes no damage on successful save	
<b>Link</b>	<b>[Eclipse, p.189]</b>
Link with familiar up to a mile, Aid Another with Spot and Listen checks, Location and Emotion Sharing	
<b>Location and Emotion Sharing</b>	<b>[Eclipse, p.189]</b>
Know Location and Emotions	

## Notes:

Character Sheet Notes: