

# Wikk's Snake - Familiar of Wikk Slyscales

Character Name: Wikk's Snake Player Name: Tiny Viper Snake / Magical Beast Deity: None Region: True Neutral  
 CLASS: Animal 1 RACE: Tiny Viper Snake / Magical Beast SIZE / FACE: Tiny / 2.5 ft. HEIGHT / WEIGHT: 0' 0" / 0 lbs. ALIGNMENT: Darkvision (60 ft.), Low-Light Vision VISION  
 Character Level (CR): 1 (1/2) EXP/NEXT LEVEL: 0 / 1000 AGE: 0 GENDER: Male EYES: \_\_\_\_\_ HAIR: \_\_\_\_\_ Points: \_\_\_\_\_

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED									
<b>STR</b> Strength	4	-3	4	-3			3									Walk 15 ft., Climb 15 ft., Swim 15 ft.													
<b>DEX</b> Dexterity	17	+3	17	+3			<b>AC</b> armor class	18	15	15	10	0	0	3	2	3	0	0	0	0	0	0	0	0	0	0	0	0	0
<b>CON</b> Constitution	11	+0	11	+0			<b>INITIATIVE</b> modifier	+3 = +3 + +0				MISS CHANCE	Arcane Spell Failure	ARMOR CHECK PENALTY	SPELL RESIST	ACID RESIST	COLD RESIST	ELECT. RESIST	FIRE RESIST	Insight	Sacred	Profane	MISC						
<b>INT</b> Intelligence	5	-3	5	-3			<b>Encumbrance</b>	Light																					
<b>WIS</b> Wisdom	12	+1	12	+1																									
<b>CHA</b> Charisma	2	-4	2	-4																									

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
<b>FORTITUDE</b> (constitution)	+2	+2	+0	+0	+0	+0	
<b>REFLEX</b> (dexterity)	+5	+2	+3	+0	+0	+0	
<b>WILL</b> (wisdom)	+4	+3	+1	+0	+0	+0	

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+0	+1	-3	+2	+0	0	
<b>RANGED</b> attack bonus	+6	+1	+3	+2	+0	0	
<b>GRAPPLE</b> attack bonus	-10	+1	-3	-8	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+2	1d2-3	20/x2	0 ft.

*Bite		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	BPSPd	T	20/x2	0 ft.
TOTAL ATTACK BONUS		DAMAGE				
+6		1d1				

\*: 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.

TOTAL SKILLPOINTS: 52		SKILLS		MAX RANKS: 4/2	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Appraise	INT	-3	= -3		
✓ Balance	DEX	12	= 3 + 1 + 8		
✓ Bluff	CHA	-4	= -4		
✓ Climb	STR	12	= -3 + 1 + 14		
✓ Concentration	CON	5	= 0 + 5		
✓ Concentration (Cast defensively)		0	= 0		
✓ Craft (Alchemy)	INT	0	= -3 + 3		
✓ Craft (Untrained)	INT	-3	= -3		
✓ Diplomacy	CHA	-3	= -4 + 1		
✓ Disguise	CHA	-4	= -4		
✓ Escape Artist	DEX	3	= 3		
✓ Forgery	INT	-3	= -3		
✓ Gather Information	CHA	-4	= -4		
✓ Heal	WIS	1	= 1		
✓ Hide	DEX	15	= 3 + 12		
✓ Intimidate	CHA	-4	= -4		
✓ Jump	STR	-9	= -3 + -6		
✓ Knowledge (Arcana)	INT	2	= -3 + 5		
✓ Knowledge (Local)	INT	-2	= -3 + 1		
✓ Knowledge (Nature)	INT	-1	= -3 + 2		
✓ Knowledge (The Planes)	INT	-2	= -3 + 1		
✓ Knowledge (Untrained)	INT	-3	= -3		
✓ Listen	WIS	6	= 1 + 1 + 4		
✓ Move Silently	DEX	3	= 3		
✓ Profession (Miner)	WIS	5	= 1 + 4		
✓ Ride	DEX	3	= 3		
✓ Search	INT	-3	= -3		
✓ Sense Motive	WIS	1	= 1		
✓ Spellcraft	INT	0	= -3 + 1 + 2		
✓ Spot	WIS	6	= 1 + 1 + 4		
✓ Survival	WIS	1	= 1		
✓ Swim	STR	5	= -3 + 8		
✓ Use Rope	DEX	3	= 3		
			= + +		
			= + +		

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

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Bite	Equipped	1	0 / 0
TOTAL WEIGHT CARRIED/VALUE		0 lbs.	0gp

WEIGHT ALLOWANCE			
Light	6	Medium	13
Lift over head	20	Lift off ground	40
		Heavy	20
		Push / Drag	100

MONEY	
	Total= 0 gp

MAGIC
Languages
Other Companions

Special Attacks	
<b>Poison (Ex)</b>	<b>[Monster Manual]</b>
A viper snake has a poisonous bite that deals initial and secondary damage of 1d6 Con. The save DC varies by the snake's size, as shown on the table below. The save DCs are Constitution-based. DC: 10	

Special Qualities	
<b>Darkvision (Ex)</b>	<b>[Universal Rules, p.165]</b>
Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.	

<b>Empathic Link (Su)</b>	<b>[Wizards of the Coast - Players Handbook, p.53]</b>
The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content (such as fear, hunger, happiness, curiosity) can be communicated. Note that the low Intelligence of a low-level master's familiar limits what the creature is able to communicate or understand, and even intelligent familiars see the world differently from humans, so misunderstandings are always possible. Because of this empathic link, the master has the same connection to an item or place that his familiar does. For instance, if his familiar has seen a room, the master can teleport into that room as if he has seen it too.	

<b>Improved Evasion (Ex)</b>	<b>[Wizards of the Coast - Players Handbook, p.53]</b>
When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.	

<b>Low-Light Vision (Ex)</b>	<b>[Universal Rules, p.165]</b>
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.	

<b>Magical Beast Type</b>	<b>[Monster Manual]</b>
Magical Beasts eat/sleep/breathe	

<b>Scent (Ex)</b>	<b>[Monster Manual]</b>
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<b>Share Spells</b>	<b>[Wizards of the Coast - Players Handbook, p.53]</b>
At the master's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his familiar. The familiar must be within 5 feet at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the familiar if it moves farther than 5 feet away and will not affect the familiar again even if it returns to the master before the duration expires. Additionally, the master may cast a spell with a target of "You" on his familiar (as a touch range spell) instead of on himself. A master and his familiar can share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).	

<b>Skills</b>	<b>[Monster Manual]</b>
Snakes have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. A snake can always choose to take 10 on a Climb check, even if rushed or threatened. Snakes use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher. A snake has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.	

Feats	
<b>Deadly Poison</b>	<b>[Wizards of the Coast - Savage Species, p.31]</b>
Your poison attack deals more damage than normal. Your poison attack has the potential to deal more potent secondary damage than it otherwise could. If the subject of the attack fails the second saving throw, the poison deals double its normal secondary damage.	

Weapon Finesse (Granted)	<b>[Wizards of the Coast - Complete Champion, p.102]</b>
You are especially skilled at using weapons that can benefit as much from Dexterity as from Strength.	
With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may 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	

# Wikk's Snake- Familiar of Wikk Slyscales

Tiny Viper Snake

RACE

0

AGE

Male

GENDER

Darkvision (60 ft.), Low-Light Vision

VISION

True Neutral

ALIGNMENT

Right

DOMINANT HAND

0' 0"

HEIGHT

0 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,  
HAIR / HAIR STYLE

PHOBIAS

,  
PERSONALITY TRAITS

INTERESTS

,  
SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Magical Beast

Race Type

Race Sub Type

**Description:**

**Biography:**