

Burn - Familiar of Fenner

Bates

Character Name: Burn - Familiar of Fenner Player Name: Bates Deity: None Region: True Neutral
 Animal 1: Raven / Magical Beast RACE: Raven / Magical Beast SIZE / FACE: Tiny / 2.5 ft. HEIGHT / WEIGHT: 0' 0" / 0 lbs. Alignment: Darkvision (60 ft.), Low-Light Vision VISION

CLASS: 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
STR Strength	1	-5	1	-5			2				Walk 10 ft., Fly 40 ft. (Average)
DEX Dexterity	15	+2	15	+2			AC armor class	15	13	14	10
CON Constitution	10	+0	10	+0			TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS
INT Intelligence	5	-3	5	-3			INITIATIVE modifier	+2	+2	+0	MISS CHANCE
WIS Wisdom	14	+2	14	+2			Encumbrance	Light	0	+0	ARCANE Spell Failure
CHA Charisma	6	-2	6	-2					0	0	ARMOR CHECK PENALTY

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	TOTAL SKILLPOINTS: 69					
FORTITUDE (constitution)	+2	+2	+0	+0	+0	+0		SKILLS					
REFLEX (dexterity)	+4	+2	+2	+0	+0	+0		SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
WILL (wisdom)	+5	+3	+2	+0	+0	+0		✓ Appraise	INT	-1	-3	+ 2.5	

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	-2	+1	-5	+2	+0	0	
RANGED attack bonus	+5	+1	+2	+2	+0	0	
GRAPPLE attack bonus	-12	+1	-5	-8	+0	+0	

	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
UNARMED (nonlethal only)	+1	1d2-5	20/x2	0 ft.

*Claw		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	PS	T	20/x2	0 ft.
TOTAL ATTACK BONUS		DAMAGE				
+5		1d2-5				

*: 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.

✓ Diplomacy	CHA	-2	= -2	
✓ Disguise	CHA	-2	= -2	
✓ Escape Artist	DEX	2	= 2	
✓ Forgey	INT	-3	= -3	
✓ Gather Information	CHA	-2	= -2	
✓ Heal	WIS	2	= 2	
✓ Hide	DEX	10	= 2	+ 8
✓ Intimidate	CHA	-2	= -2	
✓ Jump	STR	-17	= -5	+ -12
Knowledge (Arcana)	INT	2	= -3	+ 5
Knowledge (History)	INT	-1	= -3	+ 2
Knowledge (Nature)	INT	-1	= -3	+ 2
Knowledge (The Planes)	INT	-1	= -3	+ 2
✓ Knowledge (Untrained)	INT	-3	= -3	
✓ Listen	WIS	5	= 2	+ 1 + 2
✓ Move Silently	DEX	2	= 2	
Profession (Bookkeeper)	WIS	6	= 2	+ 4
✓ Ride	DEX	2	= 2	
✓ Search	INT	-3	= -3	
✓ Sense Motive	WIS	2	= 2	
Spellcraft	INT	4	= -3	+ 5 + 2
✓ Spot	WIS	7	= 2	+ 3 + 2
✓ Survival	WIS	2	= 2	
✓ Swim	STR	-5	= -5	
✓ Use Rope	DEX	2	= 2	
			=	+ +
			=	+ +

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

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

WEIGHT ALLOWANCE			
Light	1	Medium	3
Lift over head	5	Lift off ground	10
		Heavy	5
		Push / Drag	25

MONEY	
	Total= 0 gp

MAGIC

Languages	
	Draconic

Other Companions

Special Qualities

Darkvision (Ex) [Universal Rules, p.165]

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.

Empathic Link (Su) [Wizards of the Coast - Players Handbook, p.53]

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.

Improved Evasion (Ex) [Wizards of the Coast - Players Handbook, p.53]

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.

Low-Light Vision (Ex) [Universal Rules, p.165]

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.

Magical Beast Type [Monster Manual]

Magical Beasts eat/sleep/breathe

Share Spells [Wizards of the Coast - Players Handbook, p.53]

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).

Speak One Language (Su) [Wizards of the Coast - Players Handbook]

Feats

Alertness [Wizards of the Coast - Player's Handbook, p.89]

You have finely tuned senses.

You get a +2 bonus on all Listen checks and Spot checks. Special: The master of a familiar (see the Familiars sidebar, page 52) gains the benefit of the Alertness feat whenever the familiar is within arm's reach.

Weapon Finesse (Granted) [Wizards of the Coast - Complete Champion, p.102]

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

Claw

Burn- Familiar of Fenner Bates

Raven

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: