

Burn - Familiar of Fenner
Bates

Character Name: Player Name: Deity: None Region: True Neutral
Animal 1: Raven / Magical Beast Tiny / 2.5 ft. 0' 0" / 0 lbs.
CLASS: RACE: SIZE / FACE: HEIGHT / WEIGHT:
1 (1/2) 0 / 1000 0 Male
Character Level (CR): EXP/NEXT LEVEL: AGE: GENDER: EYES: HAIR: Points:

Ability Score Modifiers: STR 1, DEX 15, CON 10, INT 5, WIS 14, CHA 6
HP: 2 AC: 15 Initiative: +2 Encumbrance: Light
Fortitude: +2 Reflex: +4 Will: +5
Skills: Appraise, Balance, Bluff, Climb, Concentration, Craft, Decipher Script, Diplomacy, Disguise, Escape Artist, Forgery, Gather Information, Heal, Hide, Intimidate, Jump, Knowledge, Listen, Move Silently, Profession, Ride, Search, Sense Motive, Spellcraft, Spot, Survival, Swim, Use Rope

Melee: -2 Ranged: +5 Grapple: -12
Unarmed: +1
Special Properties: *Claw
Hand: Primary Type: PS Size: T Critical: 20/x2 Reach: 0 ft.
Total Attack Bonus: +5 Damage: 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.

Table with 5 columns: Skill Name, Key Ability, Skill Modifier, Ability Modifier, Ranks, Misc Modifier. Rows include Appraise, Balance, Bluff, Climb, Concentration, Craft, Decipher Script, Diplomacy, Disguise, Escape Artist, Forgery, Gather Information, Heal, Hide, Intimidate, Jump, Knowledge (Arcana), Knowledge (History), Knowledge (Nature), Knowledge (The Planes), Knowledge (Untrained), Listen, Move Silently, Profession (Bookkeeper), Ride, Search, Sense Motive, Spellcraft, Spot, Survival, Swim, Use Rope.

EQUIPMENT

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

WEIGHT ALLOWANCE

Light	1	Medium	3	Heavy	5
Lift over head	5	Lift off ground	10	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: