

Slayer of the Demons - Familiar of Death Striker

Character Name: Slayer of the Demons - Familiar of Death Striker Player Name: _____ Deity: None Region: None Alignment: True Neutral
 CLASS: Animal 1 RACE: Lizard / Magical Beast SIZE / FACE: Tiny / 2.5 ft. HEIGHT / WEIGHT: 0' 0" / 0 lbs. VISION: Darkvision (60 ft.), Low-Light Vision
 Character Level (CR): 1 (1/2) EXP/NEXT LEVEL: 0 / 1000 AGE: 40 GENDER: Male EYES: _____ HAIR: _____ Points: _____

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	3	-4	3	-4		
DEX Dexterity	15	+2	15	+2		
CON Constitution	10	+0	10	+0		
INT Intelligence	5	-3	5	-3		
WIS Wisdom	12	+1	12	+1		
CHA Charisma	2	-4	2	-4		

HP hit points: 6 WOUNDS/CURRENT HP: _____

AC armor class: 15 TOTAL: 15 FLAT: 13 TOUCH: 14 BASE: 10 ARMOR BONUS: 0 SHIELD BONUS: 0 STAT: 2 SIZE: 2 NATURAL ARMOR: 1 DEFLECTION: 0 DODGE: 0 Morale: 0 Insight: 0 Sacred: 0 Profane: 0 MISC: 0

INITIATIVE modifier: +2 TOTAL: +2 DEX MODIFIER: +2 MISC MODIFIER: +0

Encumbrance: Light

SUBDUAL DAMAGE: _____ **DAMAGE REDUCTION**: _____

SPEED: Walk 20 ft., Climb 20 ft.

RESISTANCES: MISS CHANCE: 0 Arcane Spell Failure: 0 ARMOR CHECK PENALTY: 0 SPELL RESIST: 0 ACID RESIST: _____ COLD RESIST: _____ ELECT. RESIST: _____ FIRE RESIST: _____

SAVING THROWS

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

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	<u>-1</u>	<u>+1</u>	<u>-4</u>	<u>+2</u>	<u>+0</u>	<u>0</u>	
RANGED attack bonus	<u>+5</u>	<u>+1</u>	<u>+2</u>	<u>+2</u>	<u>+0</u>	<u>0</u>	
GRAPPLE attack bonus	<u>-21</u>	<u>+1</u>	<u>-4</u>	<u>-18</u>	<u>+0</u>	<u>+0</u>	

	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
UNARMED (nonlethal only)	<u>+1</u>	<u>1d2-4</u>	<u>20/x2</u>	<u>0 ft.</u>

Special Properties: _____

*Bite	HAND	TYPE	SIZE	CRITICAL	REACH
	<u>Primary</u>	<u>BPS</u>	<u>T</u>	<u>20/x2</u>	<u>0 ft.</u>
TOTAL ATTACK BONUS	<u>+5</u>				
DAMAGE	<u>1d4-4</u>				

*: 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: 56 **SKILLS** MAX RANKS: 4/2/0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Appraise	INT	-3	=	-3	
✓ Balance	DEX	10	=	2	+ 8
✓ Bluff	CHA	-4	=	-4	
✓ Climb	STR	10	=	-4	+ 14
✓ Concentration	CON	5	=	0	+ 5
✓ Craft (Untrained)	INT	-3	=	-3	
✓ Decipher Script	INT	2	=	-3	+ 5
✓ Diplomacy	CHA	-4	=	-4	
✓ Disguise	CHA	-4	=	-4	
✓ Escape Artist	DEX	2	=	2	
✓ Forgery	INT	-3	=	-3	
✓ Gather Information	CHA	-4	=	-4	
✓ Heal	WIS	1	=	1	
✓ Hide	DEX	12	=	2	+ 10
✓ Intimidate	CHA	-4	=	-4	
✓ Jump	STR	-10	=	-4	+ -6
Knowledge (Arcana)	INT	2	=	-3	+ 5
Knowledge (The Planes)	INT	-1	=	-3	+ 2
✓ Knowledge (Untrained)	INT	-3	=	-3	
✓ Listen	WIS	3	=	1	+ 2
✓ Move Silently	DEX	4	=	2	+ 2
✓ Profession (Apothecary)	WIS	5	=	1	+ 4
✓ Ride	DEX	2	=	2	
✓ Search	INT	-3	=	-3	
✓ Sense Motive	WIS	1	=	1	
✓ Spellcraft	INT	4	=	-3	+ 5 + 2
✓ Spot	WIS	3	=	1	+ 2
✓ Survival	WIS	1	=	1	
✓ Swim	STR	-4	=	-4	
✓ Use Rope	DEX	2	=	2	
			=	+	+
			=	+	+

✓: 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	10	Medium	20
Lift over head	30	Lift off ground	60
		Heavy	30
		Push / Drag	150

MONEY	
	Total= 0 gp

MAGIC

Languages

Other Companions

Special Qualities

Darkvision (Ex) [PH]

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) [PH]

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) [PH]

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) [PH]

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 [MM]

Magical Beasts eat/sleep/breathe

Share Spells [PH]

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).

Skills [MM]

Lizards have a +8 racial bonus on Balance checks. They also have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. Lizards use their Dexterity modifier instead of their Strength modifier for Climb checks.

Feats

Stealthy [PH]

You are particularly good at avoiding notice.

You get a +2 bonus on all Hide checks and Move Silently checks.

Weapon Finesse [Book of Vile Darkness, 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
Bite

Slayer of the Demons- Familiar of Death Striker

Lizard

RACE

40

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

None

DEITY

Magical Beast

Race Type

Race Sub Type

Description:

Biography: