

## Familiar (Skedge & Skelge)

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N Tiny Minion Familiar

**Perception** +5; Low-Light Vision;**Languages** None selected**Skills** Acrobatics +5, Stealth +5, All other skills +1**Str** +0, **Dex** +0, **Con** +0, **Int** +0, **Wis** +0, **Cha** +0**Items** Unarmored**AC** 15; **Fort** +5, **Ref** +5, **Will** +6**HP** 5**Speed** 25 feet

**Familiar of Keen Senses** Your familiar has glinting eyes, twitching ears, or some other sign of a beast's powerful senses. When you Cast or Sustain a hex, your familiar gains your choice of an imprecise scent, tremorsense, or wavesense, with a range of 60 feet until the start of your next turn, and it can immediately Point Out as a free action.

**Familiar Ability: Speech** It understands and speaks a language you know.

**Master Ability: Share Senses** Once every 10 minutes, you can use a single action with the concentrate trait to project your senses into your familiar. When you do, you lose all sensory information from your own body, but can sense through your familiar's body for up to 1 minute. You can Dismiss this effect.

**Familiar Ability: Flier** It gains a fly Speed of 25 feet.

Skedge and Skelge are a two headed raven. It's unclear whether the two heads are actually separate individuals. Though they act distinctly from one another and display separate personalities, they appear to share thoughts and one will often complete the sentences of the other. They never address each other directly, but sometimes one will acknowledge the words of the other in a way that makes them seem like two individuals. They were given these names by Quartho, though he does not know why he chose them.

The left head, Skedge, never makes direct statements, instead saying things in a roundabout way, and is more soft spoken. In contrast, Skelge is more direct and blunt, and seems to show disdain for others, having a more aggressive way of speaking.

Notably, both Skedge and Skelge refer to themselves as "we" when speaking in the first person.

