

Aidan Firefalcon - Familiar of Caleb Beltaine

NAME  
Com1  
CLASS  
1  
Character Level  
NEXT LEVEL

Joshua Troeger

PLAYERNAME  
Companion (Fire Falcon)  
RACE  
0  
AGE  
Tiny  
SIZE  
Male  
GENDER

DEITY  
0' 0"  
HEIGHT  
0 lbs.  
WEIGHT  
,  
HAIR  
EYES

Neutral Good  
ALIGNMENT  
Low-light  
VISION  
0  
POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	6	-2	6	-2	6	-2
DEX Dexterity	16	+3	16	+3	16	+3
CON Constitution	12	+1	12	+1	12	+1
INT Intelligence	8	-1	8	-1	8	-1
WIS Wisdom	14	+2	14	+2	14	+2
CHA Charisma	6	-2	6	-2	6	-2

HP hit points: 20  
AC armor class: 18  
WOUNDS/CURRENT HP: 15 : 15 : 10  
SUBDUAL DAMAGE: 0 + 0 + 3 + 2 + 3  
DAMAGE REDUCTION: 0 + 0  
SPEED: Walk 10 ft., Fly 60 ft.(Average)  
MISS CHANCE: 0  
ARCANE SPELL FAILURE: 0  
ARMOR CHECK PENALTY: +0  
SPELL RESIST: 0

INITIATIVE modifier: +3  
TOTAL: +3  
DEX MODIFIER: +3  
MISC MODIFIER: +0  
BASE ATTACK bonus: +2

SAVING THROWS  
FORTITUDE (constitution): +2 = +1 + +1 + +0 + +0 + +0  
REFLEX (dexterity): +6 = +3 + +3 + +0 + +0 + +0  
WILL (wisdom): +4 = +2 + +2 + +0 + +0 + +0

MELEE attack bonus: +2  
RANGED attack bonus: +7  
GRAPPLE attack bonus: -8

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+2	1d2-2	20/x2	0 ft.

*Talons	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	PS	T	20/x2	0 ft.
TOTAL ATTACK BONUS	DAMAGE				
+2	1d4-2				
Special Properties					

\*: 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.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	4/2
Acrobatics	DEX	4	=	3	+ 1.0 +
Appraise	INT	-1	=	-1	+ +
Athletics	STR	-2	=	-2	+ +
Athletics (Jump)	STR	-14	=	-2	+ 1.0 + -13
Craft (Untrained)	INT	-1	=	-1	+ +
Deception	CHA	3	=	-2	+ 5.0 +
Endurance	CON	1	=	1	+ +
Gather Information	CHA	0	=	-2	+ 2.0 +
Heal	WIS	5	=	2	+ 3.0 +
Knowledge (Religion)	INT	0	=	-1	+ 1.0 +
Perception	WIS	9	=	2	+ 7.0 +
Perform (Sing)	CHA	2	=	-2	+ 4.0 +
Persuasion	CHA	-2	=	-2	+ +
Ride	DEX	3	=	3	+ +
Sense Motive	WIS	12	=	-2	+ 10.0 +
Stealth	DEX	3	=	3	+ +
Survival	WIS	2	=	2	+ +
Survival (Find or follow tracks)	WIS	4	=	2	+ 1.0 + 1
Thievery	DEX	3	=	3	+ +
Use Rope	DEX	3	=	3	+ +
			=	+	+ +
			=	+	+ +

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Talons	Equipped	1	0.0	0.0
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	0.0 gp

WEIGHT ALLOWANCE					
Light		10	Medium		20
Heavy		30	Push / Drag		150
Lift over head		30	Lift off ground		60

Special Qualities	
Telepathic Speech	[PH]
+7/+2+7/+2	

PROFICIENCIES
Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Halfspear, Hoopak, Javelin, Keyblade, Laser, Longspear, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Quarterstaff, Scourge, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Sword Staff, Talons, Unarmed, Unarmed Strike

LANGUAGES
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Eclipse Abilities	
<b>Blink Teleport</b>	[Is This It]
20% chance of attack missing due to rapid blinking.	
<b>Fireburst Defense</b>	[Is This It]
Deal 1d6 damage to all creatures within 5 ft.	
<b>Improved Fortune - Evasion</b>	[Eclipse, p.189]
Takes no damage on successful save	
<b>Link</b>	[Eclipse, p.189]
Link with familiar up to a mile, Aid Another with Spot and Listen checks, Location and Emotion Sharing, Telepathic Speech	
<b>Location and Emotion Sharing</b>	[Eclipse, p.189]
Know Location and Emotions	

## Notes:

Character Sheet Notes: