

Demetrius Spirit Familiar - Familiar of Malcolm Devereaux

NAME

Com2 0
CLASS EXPERIENCE

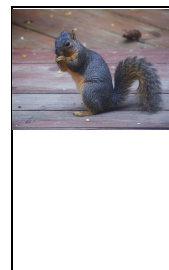
Mike Mason

PLAYERNAME
Companion
(Spirit Elemental)
RACE

DEITY

Tiny
SIZE
1' 6"
HEIGHT
4 lbs.
WEIGHT

Neutral Good
ALIGNMENT
Darkvision (60
ft.)
VISION



2 3000
Character Level NEXT LEVEL

3 Male
AGE GENDER

Earthen Brown
EYES HAIR

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	18	+4	18	+4	18	+4
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	9	-1	9	-1	9	-1
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	8	-1	8	-1	8	-1

HP hit points		30		WOUNDS/CURRENT HP					
AC armor class		22		:	18	:	18	=	18
		TOTAL			FLAT		TOUCH		BAS
INITIATIVE modifier		+4		=	+4	+	+0		
		TOTAL			DEX MODIFIER		MISC MODIFIER		
BASE ATTACK bonus						+3			

SPEED			
Walk 20 ft., Burrow 30 ft.			
MISS CHANCE	0	ARCANE SPELL FAILURE	0
ARMOR CHECK PENALTY	+0	SPELL RESIST	0

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+4	= +2	+2	+0	+0	+0		
REFLEX (dexterity)	+6	= +2	+4	+0	+0	+0		
WILL (wisdom)	+6	= +5	+1	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+3	= +3	-2	+2	+0	+0	
RANGED attack bonus	+9	= +3	+4	+2	+0	+0	
GRAPPLE attack bonus	-7	= +3	-2	-8	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+3	1d2-2	20/x2	0 ft.

*: 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	5/2.5 MISC MODIFIER
✓	Acrobatics	DEX	4	= 4	+	+
✓	Appraise	INT	-1	= -1	+	+
✓	Athletics	STR	-2	= -2	+	+
✓	Athletics (Jump)	STR	-8	= -2	+ 1.0	+ -7
✓	Craft (Untrained)	INT	-1	= -1	+	+
✓	Deception	CHA	9	= -1	+ 10.0	+
✓	Endurance	CON	14	= 2	+ 12.0	+
✓	Gather Information	CHA	-1	= -1	+	+
✓	Heal	WIS	3	= 1	+ 2.0	+
✓	Knowledge (Dungeoneering)	INT	4	= -1	+ 5.0	+
✓	Knowledge (Religion)	INT	0	= -1	+ 1.0	+
✓	Knowledge (The Planes)	INT	1	= -1	+ 2.0	+
✓	Linguistics	INT	2	= -1	+ 3.0	+
✓	Mystic Artist Skill		0	= 0	+	+
✓	Perception	WIS	14	= 1	+ 13.0	+
✓	Persuasion	CHA	-1	= -1	+	+
✓	Ride	DEX	4	= 4	+	+
✓	Sense Motive	WIS	10	= 1	+ 9.0	+
✓	Spellcraft	INT	5	= -1	+ 6.0	+
✓	Stealth	DEX	12	= 4	+	+ 8
✓	Survival	WIS	1	= 1	+	+
✓	Survival (Find or follow tracks)	WIS	3	= 1	+ 1.0	+ 1
✓	Survival (Underground)	WIS	3	= 1	+ 1.0	+ 1
✓	Thievery	DEX	4	= 4	+	+
✓	Use Rope	DEX	4	= 4	+	+
			=	+	+	
			=	+	+	

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

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

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

Special Qualities	
Telepathic Speech	[PH]

Eclipse Abilities	
Assistance	[Eclipse, p.24]
(6 CP). Your "Aid Another" actions provides a +4 bonus, instead of the usual +2.	
Companion / Might	[Eclipse, p.27]
(+6 CP) Companion gets +2 Positive Levels (p.86)	
Grant of Aid	[Eclipse, p.32]
0/day Free Action - Heal 1d8+5 hp, 1d3 attribute damage or 1 negative level.	
Improved Fortune / Evasion	[Eclipse, p.189]
Takes no damage on successful save	
Link	[Eclipse, p.189]
Link with familiar up to a mile, Aid Another with Spot and Listen checks, Location and Emotion Sharing, Telepathic Speech, Speak with animals of it's own kind	
Location and Emotion Sharing	[Eclipse, p.189]
Know Location and Emotions	
Speak with other Animals	[Eclipse, p.189]
Familiar can speak with animals of it's own kind	
Spirit Elemental	[Is This It]

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, Unarmed, Unarmed Strike

LANGUAGES
Terran

TEMPLATES
Positive Level (+2)

Notes:

Character Sheet Notes: