

Demetrius Spirit Familiar - Familiar of Malcolm Devereaux

NAME  
Out2 0  
CLASS EXPERIENCE  
2 3000  
Character Level NEXT LEVEL

Mike Mason

PLAYERNAME  
Companion (Spirit Elemental)  
RACE Tiny  
SIZE Tiny  
AGE 0  
GENDER Male  
DEITY  
0' 0"  
HEIGHT 0 lbs.  
WEIGHT  
EYES  
HAIR  
Neutral Good  
ALIGNMENT  
Darkvision (60 ft.)  
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	18	+4	18	+4	18	+4
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	7	-2	7	-2	7	-2
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	8	-1	8	-1	8	-1

HP hit points	9	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED Walk 20 ft., Burrow 30 ft.											
AC armor class	18	:	14	:	16	:	10	:	0	:	0	:	4	:	2	:	2	:	0	:	0				
TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL ARMOR		DEFLECTION		MISC					
INITIATIVE modifier		+4		=		+4		+		+0		TOTAL		DEX MODIFIER		MISC MODIFIER		MISS CHANCE		ARCANE SPELL FAILURE		ARMOR CHECK PENALTY		SPELL RESIST	
BASE ATTACK bonus				+		1																			

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers	
<b>FORTITUDE</b> (constitution)	+5	=	+3	+	+2	+	+0	+	
<b>REFLEX</b> (dexterity)	+7	=	+3	+	+4	+	+0	+	
<b>WILL</b> (wisdom)	+5	=	+4	+	+1	+	+0	+	

		TOTAL		BASE ATTACK BONUS		STAT	SIZE	MISC	EPIC	TEMP	
MELEE	+1	=	+1	+	-2	+	+2	+	+0	+	
attack bonus											
RANGED	+7	=	+1	+	+4	+	+2	+	+0	+	
attack bonus											
GRAPPLE	-9	=	+1	+	-2	+	-8	+	+0	+	
attack bonus											

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+1	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	-2	=	-2	+	+
✓	Athletics	STR	-2	=	-2	+	+
✓	Athletics (Jump)	STR	-8	=	-2	+	1.0 + -7
✓	Craft (Untrained)	INT	-2	=	-2	+	+
✓	Deception	CHA	2	=	-1	+	3.0 +
✓	Endurance	CON	7	=	2	+	5.0 +
✓	Gather Information	CHA	-1	=	-1	+	+
✓	Heal	WIS	3	=	1	+	2.0 +
✓	Perception	WIS	7	=	1	+	6.0 +
✓	Persuasion	CHA	-1	=	-1	+	+
✓	Ride	DEX	4	=	4	+	+
✓	Sense Motive	WIS	1	=	1	+	+
✓	Spellcraft	INT	4	=	-2	+	6.0 +
✓	Stealth	DEX	4	=	4	+	+
✓	Survival	WIS	1	=	1	+	+
	Survival (Find or follow tracks)	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				
<b>Outsider Traits</b>		<b>[PHB, TypesSubtypesAbilities.rtf]</b>		
Outsiders breathe but do not sleep/eat (though they can if they wish). Outsiders' souls and bodies are one unit so cannot be restored to life by spells that restore souls to a body (requires a different effect such as a Wish or True Resurrection).				

FEATS	
<b>Simple Weapon Proficiency</b>	[PHB, p.100]
Use simple weapons normally.	

PROFICIENCIES				
Axe (Throwing), Battleaxe, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Hoopak, Javelin, Keyblade, Kukri, Lance, Laser, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scourge, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Sword Staff, Trident, Unarmed, Unarmed Strike, Waraxe (Dwarven), Warhammer				

LANGUAGES				
Terran				

### Eclipse Abilities

**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

**Location and Emotion Sharing****[Eclipse, p.189]**

Know Location and Emotions

**Spirit Elemental****[Is This It]**

## Notes:

Character Sheet Notes: