

Blink - Familiar of Vincent  
Green

NAME

Com1

CLASS

1

Character Level

0

EXPERIENCE

1000

NEXT LEVEL

Conor Rhone

PLAYERNAME

Companion

(Weasel)

Tiny

RACE

1

AGE

Male

SIZE

GENDER

DEITY

1' 6"

HEIGHT

3 lbs.

WEIGHT

Brown,

HAIR

EYES

True Neutral

ALIGNMENT

Low-light

VISION

26

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	2	-4	2	-4	2	-4
DEX Dexterity	19	+4	19	+4	19	+4
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	9	-1	9	-1	9	-1
WIS Wisdom	15	+2	15	+2	15	+2
CHA Charisma	6	-2	6	-2	6	-2

HP

hit points

37

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 20 ft., Climb 20 ft.

AC

armor class

22

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLEC-TION

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

INITIATIVE

modifier

+4

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+4

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+6

REFLEX

(dexterity)

+10

WILL

(wisdom)

+8

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

+2

RANGED

attack bonus

+10

GRAPPLE

attack bonus

-8

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	-2	1d2-4	20/x2	0 ft.

*Bite	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	BPS	T	20/x2	0 ft.
TOTAL ATTACK BONUS	DAMAGE				
+2	1d3-4				
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	12	=	4	+	+ 8
✓ Appraise	INT	-1	=	-1	+	+
✓ Athletics	STR	-4	=	-4	+	+
✓ Athletics (Climb)	STR	12	=	-4	+	+ 16
✓ Athletics (Jump)	STR	-10	=	-4	+	+ -6
✓ Craft (Untrained)	INT	-1	=	-1	+	+
✓ Deception	CHA	-2	=	-2	+	+
✓ Deception (Act in character)	CHA	0	=	-2	+	+ 2
✓ Endurance	CON	21	=	2	+19.0+	
✓ Gather Information	CHA	-2	=	-2	+	+
✓ Heal	WIS	2	=	2	+	+
✓ Insight	WIS	4	=	2	+2.0	+
Knowledge (Arcana)	INT	18	=	-1	+19.0+	
✓ Perception	WIS	13	=	2	+11.0+	
✓ Persuasion	CHA	11	=	-2	+13.0+	
✓ Ride	DEX	4	=	4	+	+
Speak Language(Common)		1	=	0	+1.0	+
✓ Spellcraft	INT	20	=	-1	+19.0+	2
✓ Stealth	DEX	8	=	4	+	+ 4
✓ Stealth (Hide)	DEX	16	=	4	+	+ 12
✓ Survival	WIS	2	=	2	+	+
✓ Survival (Find or follow tracks)	WIS	8	=	2	+	+ 6
✓ Thievery	DEX	4	=	4	+	+
✓ Use Rope	DEX	4	=	4	+	+
			=	+	+	
			=	+	+	
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.						

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

WEIGHT ALLOWANCE		
Light	5	Medium 10
Lift over head	15	Lift off ground 30
		Heavy 15
		Push / Drag 75

Special Attacks	
Attach (Ex)	[MM]

Special Qualities	
Scent (Ex)	[MM]
Detect creatures within 30 feet by scent. Grants +4 to Survival checks when tracking creatures by scent.	
Telepathic Speech	[PH]

Eclipse Abilities	
Assistance	[Eclipse, p.24]
(6 CP). Your "Aid Another" actions provides a +4 bonus, instead of the usual +2.	
Assistance / Aid	[Eclipse, p.25]
(+6 CP) You may add your +2 bonus to mystical and psionic actions by taking a similar action. For example, you could assist a more powerful spellcaster in casting a Lightning Bolt, adding either +2 Caster Levels, +2 to the save DC, +2 to the spell level, or +2 per die of damage, by casting Shocking Grasp as Aid Another.	
Companion / Might (Positive Levels)	[Eclipse, p.27]
(+6 CP) Companion gets +2 Positive Levels (p.86)	
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	
Mystic Link (// Prereq only, Master Bought)	[Eclipse, p.38]
A character with Mystic Link has an occult bond with someone or something. He or she may sense the target or the direction it lies in.	
Mystic Link / Summons Link	[Eclipse, p.38]
(+3 CP) grants the power for the character to teleport the target to his or her location. This costs extra (+3 CP) if the target is animate and only works on things the user could pick up normally.	
Spirit Fetch Template (94 CP/+2 ECL "Racial" Template)	[Is This It]
No Strength with the Incorporeal ability (12 CP).	
Mystic Link with Master	[Is This It]
(3 CP), with the Communication (3 CP), Power (3 CP), and Summons (6 CP) Modifiers. This overlaps with several of the higher-level benefits of the Familiar bond, but that's not enough to be worth a price break.	
Major Privilege/Spirit Messenger	[Is This It]
(6 CP). A Fetch will normally at least be given a hearing by most entities in the various spirit worlds and outer planes - and is normally treated as a neutral messenger, rather than as a target. Major Spirit Favors with +6 Bonus Uses (15 CP).	
Immunity/having to pay back magical spirit favors at full value	[Is This It]
(Very Common, Major, Minor, 10 CP): Since the Spirit Fetch provides the channel, rather than forcing the spirit called upon to project it's powers across the dimensions, working through a Fetch means that magical favors are very little trouble for spirits to provide - and so require only occasional, or relatively small, favors to repay. Still, spirits will occasionally call on the Fetch's master when they need something done in the material world.	
Immunity/dimensional barriers	[Is This It]
(Very Common, Severe, Major, 18 CP): The spirit fetch can move between the dimensions - although this may take it some time; being able to breach the dimensional boundaries doesn't mean that it may not be a fairly long trip.	
Shapeshift	[Is This It]
with the Incorporeal Modifier (this modifier is normally used by physical creatures to take incorporeal forms, but it will work perfectly well the other way), Specialized/only to materialize, not to take alternate forms (6 CP).	
Extraordinary Returning	[Is This It]
(12 CP). "Destroying" a Spirit Fetch normally requires permanently killing off it's master; otherwise it will be back within a week. Fortunately, this also negates the usual penalties of having a "familiar" destroyed.	

The Path of the Dragon	
Shaping	[Eclipse, p.92]
(6 CP). Shaping is the art of channeling ambient magic into effects. It allows the user to create effects like those produced by Prestidigitation at will. The character may not use cumulative effects or grant noticeable bonuses to anyone but may perform an immense variety of minor tricks for comfort, convenience, and amusement. As shown on the chart, learning Shaping is the first step along the dragon path.	

PROFICIENCIES	
Bite	

LANGUAGES	
Common	

TEMPLATES	
Positive Level (+2)	
Spirit Fetch Template	