

Dyne - Familiar of Barrett  
Lightning

NAME

Com1

CLASS

1/3

Character Level/ECL

3000

EXPERIENCE

6000

NEXT LEVEL

Calvin

PLAYERNAME

Companion  
(Weasel)

RACE

1

AGE

Tiny

SIZE

Male

GENDER

2' 0"

HEIGHT

6 lbs.

WEIGHT

EYES

HAIR

True Neutral

ALIGNMENT

Darkvision (60 ft.),  
Low-light

VISION

28

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	4	-3	4	-3	4	-3
DEX Dexterity	23	+6	23	+6	23	+6
CON Constitution	15	+2	15	+2	15	+2
INT Intelligence	11	+0	11	+0	11	+0
WIS Wisdom	18	+4	18	+4	18	+4
CHA Charisma	8	-1	8	-1	8	-1

HP  
hit points

62

WOUNDS/CURRENT HP

AC  
armor class

24

TOTAL

FLAT

18

TOUCH

18

BASE

10

ARMOR BONUS

0

SHIELD BONUS

0

STAT

6

SIZE

2

NATURAL ARMOR

6

DEFLECTION

0

MISC

0

SPEED

Walk 20 ft., Climb 20 ft.

MISS CHANCE

0

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESIST

0

INITIATIVE  
modifier

+6

TOTAL

+6

DEX MODIFIER

+0

MISC MODIFIER

+0

BASE ATTACK  
bonus

+8/+3

SAVING THROWS

FORTITUDE  
(constitution)

+8

TOTAL

+6

BASE SAVE

+2

ABILITY

+0

MAGIC

+0

MISC

+0

EPIC

+0

TEMP

REFLEX  
(dexterity)

+15

TOTAL

+9

BASE SAVE

+6

ABILITY

+0

MAGIC

+0

MISC

+0

EPIC

+0

TEMP

WILL  
(wisdom)

+11

TOTAL

+7

BASE SAVE

+4

ABILITY

+0

MAGIC

+0

MISC

+0

EPIC

+0

TEMP

MELEE  
attack bonus

+5

TOTAL

+8

BASE ATTACK BONUS

-3

STAT

+2

SIZE

-2

MISC

+0

EPIC

TEMP

RANGED  
attack bonus

+14

TOTAL

+8

BASE ATTACK BONUS

+6

STAT

+2

SIZE

-2

MISC

+0

EPIC

TEMP

GRAPPLE  
attack bonus

-5

TOTAL

+8

BASE ATTACK BONUS

-3

STAT

-8

SIZE

-2

MISC

+0

EPIC

TEMP

UNARMED

TOTAL ATTACK BONUS

+1/+1

DAMAGE

1d2-3

CRITICAL

20/x2

REACH

0 ft.

\*Bite

HAND

Primary

TYPE

BPS

SIZE

T

CRITICAL

20/x2

REACH

0 ft.

TOTAL ATTACK BONUS

+5/+5

DAMAGE

1d3-3

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

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	4/2
					RANKS	MISC MODIFIER
✓	Acrobatics	DEX	14	= 6 +	+ 8	
✓	Appraise	INT	0	= 0 +	+	
✓	Athletics	STR	-3	= -3 +	+	
✓	Athletics (Climb)	STR	14	= -3 +	+ 17	
✓	Athletics (Jump)	STR	-9	= -3 +	+ -6	
✓	Craft (Untrained)	INT	0	= 0 +	+	
✓	Deception	CHA	4	= -1 +	5.0 +	
✓	Endurance	CON	9	= 2 +	7.0 +	
✓	Gather Information	CHA	-1	= -1 +	+	
✓	Heal	WIS	13	= 4 +	9.0 +	
✓	Insight	WIS	9	= 4 +	5.0 +	
✓	Perception	WIS	24	= 4 +	20.0 +	
✓	Persuasion	CHA	1	= -1 +	+	2
✓	Persuasion (Diplomacy)	CHA	3	= -1 +	+	4
✓	Ride	DEX	6	= 6 +	+	
✓	Stealth	DEX	10	= 6 +	+	4
✓	Stealth (Hide)	DEX	18	= 6 +	+	12
✓	Survival	WIS	4	= 4 +	+	
✓	Survival (Find or follow tracks)	WIS	10	= 4 +	+	6
✓	Thievery	DEX	6	= 6 +	+	
✓	Thievery (Sleight of Hand)	DEX	8	= 6 +	+	2
✓	Use Rope	DEX	6	= 6 +	+	
				= +	+	
				= +	+	
✓: 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

Detect Magic 1/day

Produce Flame 1/day 1d6+1 Damage

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

Special Attacks	
<b>Attach (Ex)</b>	[MM]
If a creature hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. Loses Dexterity Bonus to AC.	

Special Qualities	
<b>Heat (Ex)</b>	[MM]
deals an additional 1d6 of Fire damage whenever it hits in melee or in each round it maintains a hold when grappling.	
<b>Immunity To Fire (Ex)</b>	[MM]
You never take Fire damage	
<b>Mixed Blood</b>	[Is This It]
Half-genies are considered to be the base creature's race, outsiders, and their genie type (janni, djinni, and so on) for the purposes of racially specific abilities and effects.	
<b>Scent (Ex)</b>	[MM]
Detect creatures within 30 feet by scent. Grants +4 to Survival checks when tracking creatures by scent.	
<b>Telepathic Speech</b>	[PH]
Can communicate without vocalization - and so silently and without any mishearing-based misunderstandings.	
<b>Telepathy (Su)</b>	[MM]
60 ft. range	
<b>Vulnerability To Cold (Ex)</b>	[MM]
You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure	

Eclipse Abilities	
<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, Speak with animals of it's own kind, Speak Normally	
<b>Location and Emotion Sharing</b>	[Eclipse, p.189]
Know Location and Emotions	
<b>Speak Normally</b>	[Eclipse, p.189]
Familiar can speak normally	
<b>Speak with other Animals</b>	[Eclipse, p.189]
Familiar can speak with animals of it's own kind	

PROFICIENCIES
Bite

LANGUAGES
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TEMPLATES
Half-Genie (Efreeti)