

Prince - Familiar of Burgmor

NAME

Ani1

CLASS

1

Character Level

0

NEXT LEVEL

EXPERIENCE

1000

PLAYERNAME

Cat

RACE

Tiny

AGE

0

GENDER

Male

DEITY

0' 0"

HEIGHT

0 lbs.

EYES

HAIR

ALIGNMENT

Lawful Neutral

Low-light

VISION

0

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

14

+2

14

+2

14

+2

CON

Constitution

10

+0

10

+0

10

+0

INT

Intelligence

7

-2

7

-2

7

-2

WIS

Wisdom

12

+1

12

+1

12

+1

CHA

Charisma

6

-2

6

-2

6

-2

HP

hit points

3

AC

armor class

18

INITIATIVE

modifier

+2

BASE ATTACK

bonus

+1

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

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

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+4

=

+4

+

+0

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+6

=

+4

+

+2

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+3

=

+2

+

+1

+

+0

+

+0

+

+0

+

MELEE

attack bonus

-1

RANGED

attack bonus

+5

GRAPPLE

attack bonus

-11

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

-5

1d2-4

20/x2

0 ft.

*Claw

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

PS

T

20/x2

0 ft.

TOTAL ATTACK BONUS

DAMAGE

-1/-1

1d2-4

Special Properties

*Bite

HAND

TYPE

SIZE

CRITICAL

REACH

Off-hand

BPS

T

20/x2

0 ft.

TOTAL ATTACK BONUS

DAMAGE

-6

1d3-4

Special Properties

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

RANKS

4/2

MISC MODIFIER

✓ Acrobatics

DEX

2

=

2

+

+

✓ Appraise

INT

-2

=

-2

+

+

✓ Athletics

STR

-4

=

-4

+

+

✓ Craft (Untrained)

INT

-2

=

-2

+

+

✓ Deception

CHA

-2

=

-2

+

+

✓ Endurance

CON

0

=

0

+

+

✓ Gather Information

CHA

-2

=

-2

+

+

✓ Heal

WIS

1

=

1

+

+

✓ Knowledge (Architecture and Engineering)

INT

1

=

-2

+

3.0

+

Knowledge (Dungeoneering)

INT

1

=

-2

+

3.0

+

Knowledge (Nature)

INT

3

=

-2

+

3.0

+

2

Knowledge (Religion)

INT

1

=

-2

+

3.0

+

✓ Mystic Artist Skill

0

=

0

+

+

✓ Perception

WIS

1

=

1

+

+

✓ Persuasion

CHA

-2

=

-2

+

+

✓ Ride

DEX

5

=

2

+

3.0

+

✓ Sense Motive

WIS

2

=

1

+

1.0

+

✓ Stealth

DEX

16

=

2

+

6.0

+

8

✓ Survival

WIS

6

=

1

+

5.0

+

✓ Survival (Find or follow tracks)

WIS

9

=

1

+

4.0

+

4

✓ Thievery

DEX

2

=

2

+

+

✓ Use Rope

DEX

2

=

2

+

+

=

+

+

=

+

+

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

Character: Prince

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.

Player:

For suggestions please post to pcgen@yahoogroups.com with "OS Suggestion" in the subject line.

Created using PCGen 5.17.2 on May 23, 2010 at 5:29:54 PM

Page 1

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

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

+7/+2

Special Qualities	
Animal Traits	[PHB, TypesSubtypesAbilities.rtf]
Animals eat/sleep/breathe	
Scent (Ex)	[MM]
Detect creatures within 30 feet by scent. Grants +4 to Survival checks when tracking creatures by scent.	

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) allows you to grant your companion the benefits of two Positive Levels (see page 86) or of a continuously active second level spell or psychic effect.	
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	
Mindspeech	[Eclipse, p.37]
(6 CP). You gain the ability to send and receive thoughts with willing (or at least not unwilling) targets within a 60' radius	

+7/+2+7/+2

PROFICIENCIES
Bite, Claw

LANGUAGES

TEMPLATES
Positive Level (+2)

Notes:

Character Sheet Notes: