

Titannis (Weasel) - FAMILIAR of Titannis of Zhentil Keep

NAME		PLAYERNAME		DEITY		ALIGNMENT	
Ani1		Weasel		Tiny		True Neutral	
CLASS		RACE		HEIGHT		Low-light	
1		0		0' 0"		VISION	
Character Level		AGE		EYES		POINTS	
0		Male		,		0	
EXPERIENCE		GENDER		HAIR			
1000							
NEXT LEVEL							

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED						
STR	3	-4	3	-4	3	-4	17							Walk 20 ft., Climb 20 ft.						
DEX	15	+2	15	+2	15	+2	AC	17	15	14	10	0	0	2	2	3	0	0	0	
CON	10	+0	10	+0	10	+0	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST
INT	6	-2	6	-2	6	-2	INITIATIVE	+2	+2	+0										
WIS	12	+1	12	+1	12	+1	modifier													
CHA	5	-3	5	-3	5	-3	BASE ATTACK													
								bonus												

SAVING THROWS		TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE		+2	+2	+0	+0	+0	+0		
REFLEX		+4	+2	+2	+0	+0	+0		
WILL		+6	+5	+1	+0	+0	+0		

MELEE		TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
attack bonus		+1	+3	-4	+2	+0	+0	
RANGED		+7	+3	+2	+2	+0	+0	
attack bonus								
GRAPPLE		-9	+3	-4	-8	+0	+0	
attack bonus								

UNARMED		TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
		+3	1d2-4	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

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	4/2
					RANKS	MISC MODIFIER
✓ Appraise	INT	-2	= -2	+	+	
✓ Balance	DEX	10	= 2	+	+	8
✓ Bluff	CHA	-3	= -3	+	+	
✓ Climb	STR	10	= -4	+	+	14
✓ Concentration	CON	9	= 0	+	9.0	+
✓ Craft (Untrained)	INT	-2	= -2	+	+	
✓ Diplomacy	CHA	-3	= -3	+	+	
✓ Disguise	CHA	-3	= -3	+	+	
✓ Escape Artist	DEX	2	= 2	+	+	
✓ Forgery	INT	-2	= -2	+	+	
✓ Gather Information	CHA	-3	= -3	+	+	
✓ Heal	WIS	1	= 1	+	+	
✓ Hide	DEX	11	= 2	+	1.0	8
✓ Intimidate	CHA	-3	= -3	+	+	
✓ Jump	STR	-10	= -4	+	+	-6
Knowledge (Arcana)	INT	7	= -2	+	9.0	+
Knowledge (Magic)	INT	7	= -2	+	9.0	+
Knowledge (Reverie)	INT	3	= -2	+	5.0	+
Knowledge (The Planes)	INT	3	= -2	+	5.0	+
✓ Listen	WIS	3	= 1	+	2.0	+
✓ Move Silently	DEX	8	= 2	+	2.0	4
✓ Ride	DEX	2	= 2	+	+	
✓ Search	INT	-2	= -2	+	+	
✓ Sense Motive	WIS	1	= 1	+	+	
Spellcraft	INT	9	= -2	+	9.0	2
✓ Spot	WIS	5	= 1	+	4.0	+
✓ Survival	WIS	1	= 1	+	+	
✓ Swim	STR	-4	= -4	+	+	
✓ Tumble	DEX	6	= 2	+	4.0	+
✓ Use Rope	DEX	2	= 2	+	+	
			=	+	+	
			=	+	+	

✓: can be used untrained, X: exclusive skills

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

WEIGHT ALLOWANCE					
Light	7	Medium	15	Heavy	22
Lift over head	22	Lift off ground	45	Push / Drag	112

SPECIAL ABILITIES	
Animal Traits	
Attach (Ex)	
Deliver touch spells	
Empathic Link	
Improved Evasion (Ex)	
Scent (Ex)	
Share Spells	
Speak with master	

FEATS	
Weapon Finesse	With a light weapon, rapier, whip, or spiked chain, use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

PROFICIENCIES

LANGUAGES

TEMPLATES

Notes:

Character Sheet Notes: