

Squeek - Familiar of Calamar Delsor

NAME

Ani1

0

CLASS

EXPERIENCE

1

1000

Character Level

NEXT LEVEL

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	2	-4	2	-4	2	-4

SAVING THROWS

FORTITUDE  
(constitution)

+2

=

+2

+

+0

+

+0

+

+0

+

+0

+

REFLEX  
(dexterity)

+8

=

+6

+

+2

+

+0

+

+0

+

+0

+

WILL  
(wisdom)

+6

=

+5

+

+1

+

+0

+

+0

+

+0

+

MELEE  
attack bonus

+0

=

+2

+

-4

+

+2

+

+0

+

+0

+

RANGED  
attack bonus

+6

=

+2

+

+2

+

+2

+

+0

+

+0

+

GRAPPLE  
attack bonus

-10

=

+2

+

-4

+

-8

+

+0

+

+0

+

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

\*Bite

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

BPS

T

20/x2

0 ft.

TOTAL ATTACK BONUS

+0

DAMAGE

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

Andrew

PLAYERNAME

Rat

Tiny

RACE

SIZE

1

Male

AGE

GENDER

HP  
hit points

33

WOUNDS/CURRENT HP

AC  
armor class

16

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLECTION

MISC

INITIATIVE  
modifier

+2

=

+2

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK  
bonus

+2

DEITY

0' 4"

1 lbs.

HEIGHT

WEIGHT

EYES

HAIR

SUBDUAL DAMAGE

DAMAGE REDUCTION

True Neutral

ALIGNMENT

Low-light

VISION

10

POINTS

SPEED

Walk 15 ft., Climb 15 ft., Swim 15 ft.

MISS CHANCE

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESIST

0

SKILLS		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	4/2
SKILL NAME						
✓ Acrobatics	DEX	2	=	2	+	+
✓ Appraise	INT	-2	=	-2	+	+
✓ Athletics	STR	-1	=	-4	+	3.0 +
✓ Athletics (Climb)	STR	7	=	-4	+	3.0 + 8
✓ Athletics (Jump)	STR	-7	=	-4	+	3.0 + -6
✓ Athletics (Swim (Avoid taking nonlethal fatigue damage))	STR	-1	=	-4	+	3.0 +
✓ Athletics (Swim)	STR	7	=	-4	+	3.0 + 8
✓ Craft (Untrained)	INT	-2	=	-2	+	+
✓ Deception	CHA	-4	=	-4	+	+
✓ Endurance	CON	0	=	0	+	+
✓ Gather Information	CHA	-4	=	-4	+	+
✓ Heal	WIS	1	=	1	+	+
✓ Insight	WIS	1	=	1	+	+
✓ Perception	WIS	9	=	1	+	8.0 +
✓ Persuasion	CHA	-4	=	-4	+	+
✓ Ride	DEX	2	=	2	+	+
✓ Stealth	DEX	5	=	2	+	3.0 +
✓ Stealth (Hide)	DEX	13	=	2	+	3.0 + 8
✓ Survival	WIS	1	=	1	+	+
✓ Survival (Find or follow tracks)	WIS	7	=	1	+	+
✓ Thievery	DEX	5	=	2	+	3.0 +
✓ Use Rope	DEX	2	=	2	+	+
			=	+	+	+
			=	+	+	+

✓: 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	Heavy	15
Lift over head	15	Lift off ground	30	Push / Drag	75

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	
<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	
<b>Location and Emotion Sharing</b>	[Eclipse, p.189]
Know Location and Emotions	

PROFICIENCIES					
Bite					

LANGUAGES					
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TEMPLATES					
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## Notes:

Character Sheet Notes: