

Kiki - Elf Familiar of Lu Than do Cordlebane

NAME

Mag1

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	3	-4	3	-4	3	-4
DEX Dexterity	15	+2	15	+2	15	+2
CON Constitution	10	+0	10	+0	10	+0
INT Intelligence	10	+0	10	+0	10	+0
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	5	-3	5	-3	5	-3

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+3	= +3	+ +0	+ +0	+ +0	+ +0	+	
REFLEX (dexterity)	+5	= +3	+ +2	+ +0	+ +0	+ +0	+	
WILL (wisdom)	+7	= +6	+ +1	+ +0	+ +0	+ +0	+	

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+4	= +4	+ -4	+ +4	+ +0	+ +0	+
RANGED attack bonus	+10	= +4	+ +2	+ +4	+ +0	+ +0	+
GRAPPLE attack bonus	-12	= +4	+ -4	+ -12	+ +0	+ +0	+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+6	1d2-4	20/x2

*Bite	CURRENT HAND	TYPE	SIZE	CRITICAL
	Primary	BPS	D	20/x2
TOTAL ATTACK BONUS	DAMAGE			
+10	1d2-4			
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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Phil Maitland

PLAYERNAME

Ferret

Diminutive

1' 0"

1 lbs.

RACE

SIZE

HEIGHT

WEIGHT

2

Female

Blue

Black,

AGE

GENDER

EYES

HAIR

HP

hit points

20

AC

armor class

22

INITIATIVE

modifier

+2

BASE ATTACK

bonus

+4

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

Eilistraee

DEITY

Neutral Good

ALIGNMENT

Low-light, Normal

VISION

0

POINTS

SPEED

Walk 15 ft., Climb 15 ft.

0

+0

0

SKILLS		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	4/2 MISC MODIFIER
SKILL NAME					RANKS	
✓ Appraise	INT	0	=	0	+	+
✓ Balance	DEX	10	=	2	+	+ 8
✓ Bluff	CHA	-3	=	-3	+	+
✓ Climb	STR	9	=	-4	+ 5.0	+ 8
✓ Concentration	CON	11	=	0	+ 11.0	+
✓ Craft (Alchemy)	INT	9	=	0	+ 9.0	+
✓ Craft (Untrained)	INT	0	=	0	+	+
✓ Diplomacy	CHA	-1	=	-3	+ 2.0	+
✓ Disguise	CHA	-3	=	-3	+	+
✓ Escape Artist	DEX	2	=	2	+	+
✓ Forgery	INT	0	=	0	+	+
✓ Gather Information	CHA	-3	=	-3	+	+
✓ Heal	WIS	1	=	1	+	+
✓ Hide	DEX	15	=	2	+ 1.0	+ 12
✓ Intimidate	CHA	-1	=	-3	+ 2.0	+
✓ Jump	STR	-13	=	-4	+	+ -9
✓ Knowledge (Arcana)	INT	8	=	0	+ 8.0	+
✓ Knowledge (Architecture and Engineering)	INT	1	=	0	+ 1.0	+
✓ Knowledge (History)	INT	1	=	0	+ 1.0	+
✓ Knowledge (Religion)	INT	5	=	0	+ 5.0	+
✓ Knowledge (The Planes)	INT	1	=	0	+ 1.0	+
✓ Listen	WIS	1	=	1	+	+
✓ Literacy		1	=	0	+ 1.0	+
✓ Move Silently	DEX	8	=	2	+ 2.0	+ 4
✓ Perform (Sing)	CHA	-2	=	-3	+ 1.0	+
✓ Ride	DEX	2	=	2	+	+
✓ Search	INT	4	=	0	+ 4.0	+
✓ Sense Motive	WIS	1	=	1	+	+
✓ Spellcraft	INT	13	=	0	+ 11.0	+ 2
✓ Spot	WIS	7	=	1	+ 6.0	+
✓ Survival	WIS	1	=	1	+	+
✓ Survival (Tracking)	WIS	1	=	1	+	+
✓ Swim	STR	-4	=	-4	+	+
✓ Use Rope	DEX	2	=	2	+	+
			=		+	+
			=		+	+
#: can be used untrained. #: exclusive skills						

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 ABILITIES
Attach (Ex)
Empathic Link
Improved Evasion (Ex)
Natural Link
Scent (Ex): Detect opponents within 30 ft by smell.
Share Spells
Speak with master

FEATS	
Weapon Finesse	With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may 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
Bite

LANGUAGES

Notes:

Character Sheet Notes: