

Squeek - Familiar of Calamar Delsor

NAME
Ani1
CLASS
1
Character Level

0
EXPERIENCE
1000
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)	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
	+2	= +2	+ +0	+ +0	+ +0	+ +0		
REFLEX (dexterity)	+7	= +5	+ +2	+ +0	+ +0	+ +0		
WILL (wisdom)	+3	= +2	+ +1	+ +0	+ +0	+ +0		

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
	+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	DAMAGE				
+0	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
RACE
1
AGE

Tiny
SIZE
Male
GENDER

DEITY

0' 4"
HEIGHT

1 lbs.
WEIGHT

EYES

HAIR

HP
hit points

26

WOUNDS/CURRENT HP

AC
armor class

16

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLEC-TION

MISC

INITIATIVE
modifier

+2

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK
bonus

+2

DEITY

0' 4"
HEIGHT

1 lbs.
WEIGHT

EYES

HAIR

True Neutral
ALIGNMENT

Low-light
VISION

0
POINTS

SPEED

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

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	4/2
					RANKS	MISC MODIFIER
✓ Acrobatics	DEX	2	= 2	+	+	
✓ Appraise	INT	-2	= -2	+	+	
✓ Athletics	STR	-4	= -4	+	+	
Athletics (Climb)	STR	4	= -4	+ 1.0	+ 7	
Athletics (Jump)	STR	-10	= -4	+ 1.0	+ -7	
Athletics (Swim)	STR	4	= -4	+ 1.0	+ 7	
✓ Craft (Untrained)	INT	-2	= -2	+	+	
✓ Deception	CHA	-4	= -4	+	+	
✓ Endurance	CON	0	= 0	+	+	
✓ Gather Information	CHA	-4	= -4	+	+	
✓ Heal	WIS	1	= 1	+	+	
✓ Mystic Artist Skill		0	= 0	+	+	
✓ Perception	WIS	1	= 1	+	+	
✓ Persuasion	CHA	-4	= -4	+	+	
✓ Ride	DEX	2	= 2	+	+	
✓ Sense Motive	WIS	1	= 1	+	+	
✓ Stealth	DEX	10	= 2	+	+	8
✓ Survival	WIS	1	= 1	+	+	
✓ Thievery	DEX	2	= 2	+	+	
✓ Use Rope	DEX	2	= 2	+	+	
			=	+	+	
			=	+	+	

✓: can be used untrained. ✕: 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	
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	

PROFICIENCIES				
Bite				

LANGUAGES				
-----------	--	--	--	--

TEMPLATES				
-----------	--	--	--	--

Notes:

Character Sheet Notes: