

Salburn - PSEUDODRAGON

COMPANION of Newton,

| | | | | | | | | | | | | | |
|---------------------|--|------------|--|--------------|--|--------------|--|--------|--|--------|--|--|--|
| NAME | | PLAYERNAME | | DEITY | | Neutral Good | | | | | | | |
| Dra2 | | 6000 | | Pseudodragon | | Tiny | | 2' 0" | | 9 lbs. | | Blindsense (60'), Darkvision (60'), Low-light VISION | |
| CLASS | | EXPERIENCE | | RACE | | SIZE | | HEIGHT | | WEIGHT | | VISION | |
| 2/5 | | 15000 | | 2 | | Male | | | | | | 0 | |
| Character Level/ECL | | NEXT LEVEL | | AGE | | GENDER | | EYES | | HAIR | | POINTS | |
| | | | | | | | | | | | | | |

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|--------------|------------|----------|---------------|-------------|------------|----------|-------------|-------|-------------------|----------------|--------------|-------------|------------------|-------------------------|------|---------|------|-------------|----------------------|---------------------|--------------|
| ABILITY NAME | BASE SCORE | BASE MOD | ABILITY SCORE | ABILITY MOD | TEMP SCORE | TEMP MOD | VP | 23 | WOUNDS/CURRENT HP | SUBDUAL DAMAGE | WP | 12 | DAMAGE REDUCTION | SPEED | | | | | | | |
| STR | 7 | -2 | 7 | -2 | 7 | -2 | Vitality | | | | Wound Points | | | Walk 15 ft., Fly 60 ft. | | | | | | | |
| DEX | 15 | +2 | 15 | +2 | 15 | +2 | armor class | 18 | 16 | 14 | | | | 0 | +0 | 19 | | | | | |
| CON | 12 | +1 | 12 | +1 | 12 | +1 | | TOTAL | FLAT | TOUCH | BASE | ARMOR BONUS | SHIELD BONUS | STAT | SIZE | NATURAL | MISC | MISS CHANCE | ARCANE SPELL FAILURE | ARMOR CHECK PENALTY | SPELL RESIST |
| INT | 10 | +0 | 10 | +0 | 10 | +0 | | | | | | | | | | | | | | | |
| WIS | 12 | +1 | 12 | +1 | 12 | +1 | | | | | | | | | | | | | | | |
| CHA | 11 | +0 | 11 | +0 | 11 | +0 | | | | | | | | | | | | | | | |

| | | | | | | | | |
|--------------------------|-------|-----------|---------|-------|------|------|------|-----------------------|
| SAVING THROWS | TOTAL | BASE SAVE | ABILITY | MAGIC | MISC | EPIC | TEMP | conditional modifiers |
| FORTITUDE (constitution) | +4 | +3 | +1 | +0 | +0 | +0 | | |
| REFLEX (dexterity) | +5 | +3 | +2 | +0 | +0 | +0 | | |
| WILL (wisdom) | +4 | +3 | +1 | +0 | +0 | +0 | | |

| | | | | | | | |
|----------------------|-------|-------------------|------|------|------|------|------|
| MELEE attack bonus | TOTAL | BASE ATTACK BONUS | STAT | SIZE | MISC | EPIC | TEMP |
| | +2 | +2 | -2 | +2 | +0 | +0 | |
| RANGED attack bonus | +6 | +2 | +2 | +2 | +0 | +0 | |
| GRAPPLE attack bonus | -8 | +2 | -2 | -8 | +0 | +0 | |

| | | | | |
|---------|--------------------|--------|----------|-------|
| UNARMED | TOTAL ATTACK BONUS | DAMAGE | CRITICAL | REACH |
| | -2 | 1d2-2 | 20/x2 | 2 ft. |

| | | | | | |
|--------------------|---------|------|------|----------|-------|
| *Sting | HAND | TYPE | SIZE | CRITICAL | REACH |
| | Primary | PPO | T | 20/x2 | 2 ft. |
| TOTAL ATTACK BONUS | DAMAGE | | | | |
| +2 | 1d3-2 | | | | |
| Special Properties | | | | | |

| | | | | | |
|--------------------|----------|-------|------|----------|-------|
| *Bite | HAND | TYPE | SIZE | CRITICAL | REACH |
| | Off-hand | BPSPd | T | 20/x2 | 2 ft. |
| TOTAL ATTACK BONUS | DAMAGE | | | | |
| +0 | 1 | | | | |
| 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 |
| | | | | | |

| SKILL NAME | | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | MAX RANKS | 5/2.5 |
|----------------------|-----|-------------|----------------|------------------|-----------|-------|
| ✓ Appraise | INT | 0 | = | 0 | + | + |
| ✓ Balance | DEX | 4 | = | 2 | + | 2.0 |
| ✓ Bluff | CHA | 0 | = | 0 | + | + |
| ✓ Climb | STR | 0 | = | -2 | + | 2.0 |
| ✓ Concentration | CON | 1 | = | 1 | + | + |
| ✓ Craft (Untrained) | INT | 0 | = | 0 | + | + |
| ✓ Diplomacy | CHA | 2 | = | 0 | + | 2 |
| ✓ Disguise | CHA | 0 | = | 0 | + | + |
| ✓ Escape Artist | DEX | 4 | = | 2 | + | 2.0 |
| ✓ Forgery | INT | 0 | = | 0 | + | + |
| ✓ Gather Information | CHA | 0 | = | 0 | + | + |
| ✓ Heal | WIS | 1 | = | 1 | + | + |
| ✓ Hide | DEX | 14 | = | 2 | + | 12 |
| ✓ Initiative | DEX | 2 | = | 2 | + | + |
| ✓ Intimidate | CHA | 0 | = | 0 | + | + |
| ✓ Jump | STR | -8 | = | -2 | + | -6 |
| ✓ Listen | WIS | 3 | = | 1 | + | 2 |
| ✓ Move Silently | DEX | 2 | = | 2 | + | + |
| ✓ Perception | WIS | 6 | = | 1 | + | 5.0 |
| ✓ Ride | DEX | 2 | = | 2 | + | + |
| ✓ Sense Motive | WIS | 6 | = | 1 | + | 5.0 |
| ✓ Spot | WIS | 3 | = | 1 | + | 2 |
| ✓ Stealth | DEX | 7 | = | 2 | + | 5.0 |
| ✓ Survival | WIS | 3 | = | 1 | + | 2.0 |
| ✓ Swim | STR | 0 | = | -2 | + | 2.0 |
| ✓ Use Computer | INT | 0 | = | 0 | + | + |
| ✓ Use Rope | DEX | 2 | = | 2 | + | + |
| | | | = | + | + | + |
| | | | = | + | + | + |

✓: can be used untrained. X: exclusive skills

| EQUIPMENT | | | | | |
|----------------------------|----------|-----|--------|--------|--|
| ITEM | LOCATION | QTY | WT | COST | |
| Sting | 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 | 17 | Medium | 35 | Heavy | 52 |
| Lift over head | 52 | Lift off ground | 105 | Push / Drag | 262 |

| SPECIAL ABILITIES | |
|--|--|
| Blindsense (Ex) ~ 60 ft. | |
| Dragon Traits | |
| Empathic Link (Su) | |
| Immunity to sleep and paralysis (Ex) | |
| Poison (Ex) ~ Fortitude DC 14, initial sleep for 1 minute, Secondary Damage sleep for 1d3 hours. | |
| Resistance to energy | |
| Share spells | |
| Spell Resistance (Ex) | |
| Telepathy (Su) ~ 60 ft. range - Draconic and Common. | |

| FEATS | |
|-------------|---|
| Alertness | +2 bonus on Listen and Spot checks. |
| Multiattack | The creature's secondary attacks with natural weapons take only a -2 penalty. |

| PROFICIENCIES | |
|--|--|
| Bite, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet (Spiked), Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shortsphear, Sickle, Sling, Spear, Spells(Ray), Sting | |

| LANGUAGES | |
|-----------|--|
| Telepathy | |

| TEMPLATES | |
|-----------|--|
|-----------|--|

Salburn- PSEUDODRAGON COMPANION of Newton,

Pseudodragon

RACE

2

AGE

Male

GENDER

Blindsense (60'), Darkvision (60'), Low-light

VISION

Neutral Good

ALIGNMENT

Ambidextrous

DOMINANT HAND

2' 0"

HEIGHT

9 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,

HAIR

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE

RESIDENCE

LOCATION

None

REGION

Description:

Tiny Size Modifier to Stealth Checks (Hiding) +8, Racial Bonus +4 to Stealth (Hiding)

Biography:

Notes:

Character Sheet Notes: