

Demetrius Spirit Familiar - Familiar of Malcolm Devereaux

CHARACTER NAME

Companion 2

CLASS

2

Character Level

0 / 3000

EXP / NEXT LEVEL

Mike Mason

PLAYER NAME

Companion (Spirit Elemental)

RACE

Tiny

SIZE

1' 6"

HEIGHT

Earthen Brown

EYES

None

REGION

4 lbs.

WEIGHT

Earthen Brown, Spiky

HAIR

Neutral Good

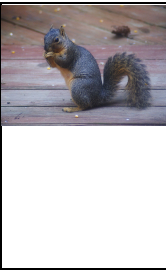
ALIGNMENT

Darkvision (60 ft.)

VISION

25

POINTS



ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	8		-1		
DEX Dexterity	23		+6		
CON Constitution	14		+2		
INT Intelligence	11		+0		
WIS Wisdom	16		+3		
CHA Charisma	8		-1		

HP	hit points	37	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED											
AC	armor class	25	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST

INITIATIVE	modifier	+6	=	+6	+	+0

BASE ATTACK	bonus	+6/+1

TOTAL SKILLPOINTS: 80 (UNUSED: 5)		SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Acrobatics	DEX	6	=	6			
✓	Appraise	INT	0	=	0			
✓	Athletics	STR	-1	=	-1			
✓	Athletics (Jump)	STR	-7	=	-1			+ -6
✓	Craft (Untrained)	INT	0	=	0			
✓	Deception	CHA	9	=	-1			+ 10
✓	Endurance	CON	14	=	2			+ 12
✓	Gather Information	CHA	-1	=	-1			
✓	Heal	WIS	5	=	3			+ 2
✓	Insight	WIS	11	=	3			+ 8
	Knowledge (Dungeoneering)	INT	5	=	0			+ 5
	Knowledge (Religion)	INT	1	=	0			+ 1
	Knowledge (The Planes)	INT	6	=	0			+ 6
	Linguistics	INT	3	=	0			+ 3
✓	Perception	WIS	16	=	3			+ 13
✓	Persuasion	CHA	1	=	-1			+ 2
✓	Persuasion (Diplomacy)	CHA	5	=	-1			+ 6
✓	Ride	DEX	6	=	6			
✓	Stealth	DEX	6	=	6			
✓	Stealth (Hide)	DEX	14	=	6			+ 8
✓	Survival	WIS	3	=	3			
✓	Survival (Find or follow tracks)	WIS	5	=	3			+ 2
✓	Survival (The Planes)	WIS	5	=	3			+ 2
✓	Survival (Underground)	WIS	5	=	3			+ 2
✓	Thievery	DEX	6	=	6			
✓	Thievery (Sleight of Hand)	DEX	8	=	6			+ 2
✓	Use Rope	DEX	6	=	6			
				=				+ +
				=				+ +

✓: can be used untrained. X: exclusive skills. \*: Skill Mastery.

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+4	=	+2	+2	+0	+0	+0	
REFLEX (dexterity)	+8	=	+2	+6	+0	+0	+0	
WILL (wisdom)	+11	=	+8	+3	+0	+0	+0	

MELEE	attack bonus	+5	=	BASE ATTACK BONUS	+6	STAT	-1	SIZE	+2	MISC	-2	EPIC	+0	TEMP
RANGED	attack bonus	+12	=	+6	+6	+2	-2	+0						
GRAPPLE	attack bonus	-5	=	+6	-1	-8	-2	+0						

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+5/+5	1d2-1	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

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

WEIGHT ALLOWANCE					
Light	13	Medium	26	Heavy	40
Lift over head	40	Lift off ground	80	Push / Drag	200

LANGUAGES				
Terran				

Eclipse Abilities	
<b>Assistance</b>	[Eclipse, p.24]
(6 CP). Your "Aid Another" actions provides a +4 bonus, instead of the usual +2.	
<b>Companion / Might (Positive Levels)</b>	[Eclipse, p.27]
(+6 CP) Companion gets +2 Positive Levels (p.86)	
<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, Telepathic Speech, Speak with animals of it's own kind, Speak Normally	
<b>Location and Emotion Sharing</b>	[Eclipse, p.189]
Know Location and Emotions	
<b>Speak Normally</b>	[Eclipse, p.189]
Familiar can speak normally	
<b>Speak with other Animals</b>	[Eclipse, p.189]
Familiar can speak with animals of it's own kind	
<b>Telepathic Speech</b>	[Eclipse, p.189]
Can communicate without vocalization - and so silently and without any mishearing-based misunderstandings.	
<b>Grant of Aid</b>	[Eclipse, p.32]
1/day Free Action - Heal 1d8+5 hp, 1d3 attribute damage or 1 negative level.	
<b>Spirit Elemental</b>	[Drew]

PROFICIENCIES	
Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Giant Rock, Grapple, Halfspear, Hoopak, Javelin, Keyblade, Laser, Longspear, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Quarterstaff, Scourge, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Sword Staff, Unarmed, Unarmed Strike	

TEMPLATES	
Positive Level (+2)	

## Notes:

Character Sheet Notes: