

Aidan Firefalcon - Familiar of Caleb Beltaine

NAME

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CLASS EXPERIENCE

1 1000

Character Level NEXT LEVEL

Joshua Troeger

PLAYERNAME

Companion (Fire Falcon)

RACE Tiny

0 0"

0 lbs.

0

Male

AGE GENDER EYES HAIR POINTS

Neutral Good

ALIGNMENT

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	6	-2	6	-2	6	-2
DEX Dexterity	16	+3	16	+3	16	+3
CON Constitution	12	+1	12	+1	12	+1
INT Intelligence	7	-2	7	-2	7	-2
WIS Wisdom	14	+2	14	+2	14	+2
CHA Charisma	6	-2	6	-2	6	-2

HP hit points 16

WOUNDS/CURRENT HP

AC armor class 17

INITIATIVE modifier +3

BASE ATTACK bonus +2

TOTAL FLAT TOUCH BASE ARMOR BONUS SHIELD BONUS STAT SIZE NATURAL ARMOR DEFLECTION MISC

SPEED

Walk 10 ft., Fly 60 ft.(Average)

MISS CHANCE 0

ARCANE SPELL FAILURE 0

ARMOR CHECK PENALTY +0

SPELL RESIST 0

SAVING THROWS

FORTITUDE (constitution) +1 = +0 + +1 + +0 + +0 + +0 +

REFLEX (dexterity) +6 = +3 + +3 + +0 + +0 + +0 +

WILL (wisdom) +4 = +2 + +2 + +0 + +0 + +0 +

TOTAL BASE SAVE ABILITY MAGIC MISC EPIC TEMP conditional modifiers

MELEE attack bonus +2 = +2 + -2 + +2 + +0 + +0 +

RANGED attack bonus +7 = +2 + +3 + +2 + +0 + +0 +

GRAPPLE attack bonus -8 = +2 + -2 + -8 + +0 + +0 +

TOTAL BASE ATTACK BONUS STAT SIZE MISC EPIC TEMP

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+2	1d2-2	20/x2	0 ft.

\*Talons

TOTAL ATTACK BONUS +2

DAMAGE 1d4-2

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	4/1.5	MISC MODIFIER
✓ Acrobatics	DEX	4	=	3	+	1.0 +
✓ Appraise	INT	-2	=	-2	+	+
✓ Athletics	STR	-2	=	-2	+	+
✓ Athletics (Jump)	STR	-14	=	-2	+	1.0 + -13
✓ Craft (Untrained)	INT	-2	=	-2	+	+
✓ Deception	CHA	0	=	-2	+	2.0 +
✓ Endurance	CON	1	=	1	+	+
✓ Gather Information	CHA	0	=	-2	+	2.0 +
✓ Heal	WIS	3	=	2	+	1.0 +
✓ Knowledge (Religion)	INT	-1	=	-2	+	1.0 +
✓ Perception	WIS	5	=	2	+	3.0 +
✓ Perform (Sing)	CHA	2	=	-2	+	4.0 +
✓ Persuasion	CHA	-2	=	-2	+	+
✓ Ride	DEX	3	=	3	+	+
✓ Sense Motive	WIS	12	=	2	+	10.0 +
✓ Stealth	DEX	3	=	3	+	+
✓ Survival	WIS	2	=	2	+	+
✓ Thievery	DEX	3	=	3	+	+
✓ Use Rope	DEX	3	=	3	+	+
			=	+	+	+
			=	+	+	+

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

EQUIPMENT					
	ITEM	LOCATION	QTY	WT	COST
Talons		Equipped	1	0.0	0.0
TOTAL WEIGHT CARRIED/VALUE				0 lbs.	0.0 gp

WEIGHT ALLOWANCE					
Light	10	Medium	20	Heavy	30
Lift over head	30	Lift off ground	60	Push / Drag	150

PROFICIENCIES					
Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), 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, Talons, Unarmed, Unarmed Strike					

LANGUAGES					
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Eclipse Abilities	
<b>Blink Teleport</b>	[Is This It]
20% chance of attack missing due to rapid blinking.	
<b>Fireburst Defense</b>	[Is This It]
Deal 1d6 damage to all creatures within 5 ft.	
<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	

## Notes:

Character Sheet Notes: