

Phaedra - Familiar of Alysraen

NAME

Ani1

CLASS

1

Character Level

0

EXPERIENCE

1000

NEXT LEVEL

PLAYERNAME

Cat

RACE

Tiny

AGE

0

GENDER

Male

DEITY

HEIGHT

0' 0"

EYES

WEIGHT

0 lbs.

HAIR

ALIGNMENT

Neutral Good

VISION

Low-light

POINTS

0

ABILITY NAME

STR

Strength

BASE SCORE

2

BASE MOD

-4

ABILITY SCORE

2

ABILITY MOD

-4

TEMP SCORE

2

TEMP MOD

-4

ABILITY NAME

DEX

Dexterity

BASE SCORE

14

BASE MOD

+2

ABILITY SCORE

14

ABILITY MOD

+2

TEMP SCORE

14

TEMP MOD

+2

ABILITY NAME

CON

Constitution

BASE SCORE

10

BASE MOD

+0

ABILITY SCORE

10

ABILITY MOD

+0

TEMP SCORE

10

TEMP MOD

+0

ABILITY NAME

INT

Intelligence

BASE SCORE

7

BASE MOD

-2

ABILITY SCORE

7

ABILITY MOD

-2

TEMP SCORE

7

TEMP MOD

-2

ABILITY NAME

WIS

Wisdom

BASE SCORE

12

BASE MOD

+1

ABILITY SCORE

12

ABILITY MOD

+1

TEMP SCORE

12

TEMP MOD

+1

ABILITY NAME

CHA

Charisma

BASE SCORE

6

BASE MOD

-2

ABILITY SCORE

6

ABILITY MOD

-2

TEMP SCORE

6

TEMP MOD

-2

HP

hit points

12

AC

armor class

18

WOUNDS/CURRENT HP

TOTAL

16

FLAT

16

TOUCH

10

BASE

10

ARMOR BONUS

0

SHIELD BONUS

0

STAT

2

SIZE

2

NATURAL ARMOR

2

DEFLECTION

0

MISC

2

INITIATIVE

modifier

+2

TOTAL

+2

DEX MODIFIER

+2

MISC MODIFIER

+0

BASE ATTACK

bonus

+1

WALK

30 ft.

MISS CHANCE

0

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESIST

0

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+4

=

+4

+

+0

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+6

=

+4

+

+2

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+3

=

+2

+

+1

+

+0

+

+0

+

+0

+

MELEE

attack bonus

-1

=

+1

+

-4

+

+2

+

+0

+

+0

+

RANGED

attack bonus

+5

=

+1

+

+2

+

+2

+

+0

+

+0

+

GRAPPLE

attack bonus

-11

=

+1

+

-4

+

-8

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+1

1d2-4

20/x2

0 ft.

*Claw

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

PS

T

20/x2

0 ft.

TOTAL ATTACK BONUS

DAMAGE

+8/+8

1d2-4

Special Properties

*Bite

HAND

TYPE

SIZE

CRITICAL

REACH

Off-hand

BPS

T

20/x2

0 ft.

TOTAL ATTACK BONUS

DAMAGE

+0

1d3-4

Special Properties

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

RANKS

4/2

MISC MODIFIER

✓

Acrobatics

DEX

2

=

2

+

+

✓

Appraise

INT

-2

=

-2

+

+

✓

Athletics

STR

-4

=

-4

+

+

✓

Craft (Untrained)

INT

-2

=

-2

+

+

✓

Deception

CHA

-2

=

-2

+

+

✓

Endurance

CON

0

=

0

+

+

✓

Gather Information

CHA

-2

=

-2

+

+

✓

Heal

WIS

1

=

1

+

+

✓

Perception

WIS

1

=

1

+

+

✓

Persuasion

CHA

-2

=

-2

+

+

✗

Psychic (Apport)

INT

2

=

-2

+

4.0

+

✗

Psychic (Mental Contact)

CHA

2

=

-2

+

4.0

+

✗

Psychic (Psychometry)

WIS

5

=

1

+

4.0

+

✗

Psychic (Remote Viewing)

WIS

5

=

1

+

4.0

+

✓

Ride

DEX

-2

=

2

+

+

✓

Sense Motive

WIS

1

=

1

+

+

✓

Stealth

DEX

2

=

2

+

+

✓

Survival

WIS

5

=

1

+

4.0

+

Survival (Find or follow tracks)

WIS

9

=

1

+

4.0

+

4

✓

Thievery

DEX

2

=

2

+

+

✓

Use Rope

DEX

2

=

2

+

+

✓

:

can be used untrained.

✗

:

exclusive skills.

*

:

Skill Mastery.

Character: Phaedra

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.

Player:

For suggestions please post to pccgen@yahoo.com with "OS Suggestion" in the subject line.

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EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Claw	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	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.	
+7/+2+7/+2	

Feats	
Weapon Finesse	[PHB, p.102]
With a light weapon, rapier, whip, or spiked chain, 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, Claw

LANGUAGES

TEMPLATES
Positive Level (+2)

Eclipse Abilities

Companion - Might

[Eclipse, p.27]

(+6 CP) allows you to grant your companion the benefits of two Positive Levels (see page 86) or of a continuously active second level spell or psychic effect.

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

Lunge

[Eclipse, p.53]

(6 CP). Add +5 feet to your effective reach. Creatures with tentacles, stretching powers, or very long limbs may take this more than once.

Notes:

Character Sheet Notes: