

Demetrius Spirit Familiar - Familiar of Malcolm Devereaux

NAME
Com2
CLASS
0
EXPERIENCE
2
Character Level
3000
NEXT LEVEL

Mike Mason

PLAYERNAME
Companion (Spirit Elemental)
RACE
Tiny
SIZE
3
AGE
Male
GENDER

DEITY
1' 6"
HEIGHT
4 lbs.
WEIGHT
Earthen Brown, Spiky
HAIR
Eyes
EARTHEN BROWN

ALIGNMENT
Neutral Good
Darkvision (60 ft.)
VISION
0
POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	6	-2	6	-2	6	-2
DEX Dexterity	18	+4	18	+4	18	+4
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	9	-1	9	-1	9	-1
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	8	-1	8	-1	8	-1

HP
hit points
27
AC
armor class
22
TOTAL
FLAT
18
TOUCH
18
BASE
10
ARMOR BONUS
0
SHIELD BONUS
0
STAT
4
SIZE
2
NATURAL ARMOR
4
DEFLECTION
0
MISC
2
INITIATIVE
modifier
+4
TOTAL
DEX MODIFIER
+4
MISC MODIFIER
+0
BASE ATTACK
bonus
+3

WOUNDS/CURRENT HP
SUBDUAL DAMAGE
DAMAGE REDUCTION
SPEED
Walk 20 ft., Burrow 30 ft.
MISS CHANCE
0
ARCANE SPELL FAILURE
+0
ARMOR CHECK PENALTY
0
SPELL RESIST
0

SAVING THROWS
FORTITUDE (constitution)
REFLEX (dexterity)
WILL (wisdom)
TOTAL
+4
+6
+5
BASE SAVE
+2
+2
+4
ABILITY
+2
+4
+1
MAGIC
+0
+0
+0
MISC
+0
+0
+0
EPIC
+0
+0
+0
TEMP
+0
+0
+0
conditional modifiers

MELEE attack bonus
RANGED attack bonus
GRAPPLE attack bonus
TOTAL
+3
+9
-7
BASE ATTACK BONUS
+3
+3
+3
STAT
-2
+4
-2
SIZE
+2
+2
-8
MISC
+0
+0
+0
EPIC
+0
+0
+0
TEMP
+0
+0
+0

UNARMED
TOTAL ATTACK BONUS
+3
DAMAGE
1d2-2
CRITICAL
20/x2
REACH
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

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	5/2.5 MISC MODIFIER
✓ Acrobatics	DEX	4	=	4	+	+
✓ Appraise	INT	-1	=	-1	+	+
✓ Athletics	STR	-2	=	-2	+	+
Athletics (Jump)	STR	-8	=	-2	+ 1.0	+ -7
✓ Craft (Untrained)	INT	-1	=	-1	+	+
✓ Deception	CHA	9	=	-1	+ 10.0	+
✓ Endurance	CON	14	=	2	+ 12.0	+
✓ Gather Information	CHA	-1	=	-1	+	+
✓ Heal	WIS	3	=	1	+ 2.0	+
✓ Perception	WIS	14	=	1	+ 13.0	+
✓ Persuasion	CHA	-1	=	-1	+	+
✓ Ride	DEX	4	=	4	+	+
✓ Sense Motive	WIS	2	=	1	+ 1.0	+
✓ Spellcraft	INT	5	=	-1	+ 6.0	+
✓ Stealth	DEX	4	=	4	+	+
✓ Survival	WIS	1	=	1	+	+
Survival (Find or follow tracks)	WIS	3	=	1	+ 1.0	+ 1
✓ Thievery	DEX	4	=	4	+	+
✓ Use Rope	DEX	4	=	4	+	+
			=	+	+	+
			=	+	+	+

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
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

Special Qualities	
Telepathic Speech	[PH]
+7/+2+7/+2	

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, Unarmed, Unarmed Strike

LANGUAGES
Terran

TEMPLATES
Positive Level (+2)

Eclipse Abilities

Assistance	[Eclipse, p.24]
(6 CP). Your "Aid Another" actions provides a +4 bonus, instead of the usual +2.	
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.	
Grant of Aid	[Eclipse, p.32]
(6 CP). You are automatically healed of 1d8+5 points of damage or 1d3 points of attribute damage or 1 negative level (select as needed) once per day per three levels or part thereof. This does not require an action; the player simply decides when it happens.	
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, Telepathic Speech, Speak with animals of it's own kind	
Location and Emotion Sharing	[Eclipse, p.189]
Know Location and Emotions	
Speak with other Animals	[Eclipse, p.189]
Familiar can speak with animals of it's own kind	
Spirit Elemental	[Is This It]

Notes:

Character Sheet Notes: