

Salburn - PSEUDODRAGON
COMPANION of Newton,

NAME		PLAYERNAME		DEITY		Neutral Good	
Dra2		6000		Pseudodragon		Tiny	
CLASS		EXPERIENCE		RACE		SIZE	
2/5		15000		2		Male	
Character Level/ECL		NEXT LEVEL		AGE		GENDER	
						EYES	
						HAIR	
						POINTS	

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	VP	26	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	WP	12	DAMAGE REDUCTION	SPEED						
STR	7	-2	7	-2	7	-2	VP	26			WP	12		Walk 15 ft., Fly 60 ft.						
DEX	15	+2	15	+2	15	+2	AC	18	16	14	10	0	0	2	2	4	0	0	+0	19
CON	12	+1	12	+1	12	+1														
INT	10	+0	10	+0	10	+0	INITIATIVE	+2	+2	+0										
WIS	12	+1	12	+1	12	+1	BASE ATTACK	+2												
CHA	11	+0	11	+0	11	+0														

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE	+4	+3	+1	+0	+0	+0		
REFLEX	+5	+3	+2	+0	+0	+0		
WILL	+4	+3	+1	+0	+0	+0		

MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
	+2	+2	-2	+2	+0	+0	
RANGED	+6	+2	+2	+2	+0	+0	
GRAPPLE	-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
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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	8	=	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
✓ Stealth (Hide)	DEX	19	=	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	+	+
			=	+	+	+
			=	+	+	+

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.
Toughness	You gain +3 hit points.

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	
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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

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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: