

Weasel - FAMILIAR of Rebalanced Mage

NAME		PLAYERNAME		DEITY		ALIGNMENT	
Ani1		Weasel		Tiny		True Neutral	
CLASS		RACE		HEIGHT		Low-light	
1		0		0' 0"		VISION	
EXPERIENCE		AGE		HAIR		POINTS	
1000		0				0	
NEXT LEVEL		GENDER		EYES			
		Male					

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	VP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	WP	DAMAGE REDUCTION	SPEED
STR	3	-4	3	-4	3	-4	22			10		Walk 20 ft., Climb 20 ft.
DEX	15	+2	15	+2	15	+2	20	18	14	10	0	0
CON	10	+0	10	+0	10	+0				2	2	6
INT	8	-1	8	-1	8	-1						
WIS	12	+1	12	+1	12	+1						
CHA	5	-3	5	-3	5	-3						

INITIATIVE	+2	+2	+0
modifier		DEX MODIFIER	MISC MODIFIER
BASE ATTACK	+2		
bonus			

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

MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
attack bonus	+0	+2	-4	+2	+0	+0	
RANGED	+6	+2	+2	+2	+0	+0	
attack bonus							
GRAPPLE	-10	+2	-4	-8	+0	+0	
attack bonus							

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+2	1d2-4	20/x2	0 ft.

*Bite	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	BPS	T	20/x2	0 ft.
TOTAL ATTACK BONUS	DAMAGE				
+6	1d3-4				

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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SKILLS		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	4/2 MISC MODIFIER
SKILL NAME					RANKS	
✓ Appraise	INT	-1	= -1	+	+	
✓ Balance	DEX	10	= 2	+	+	8
✓ Bluff	CHA	-3	= -3	+	+	
✓ Climb	STR	10	= -4	+	+	14
✓ Concentration	CON	15	= 0	+	15.0	+
✓ Craft (Untrained)	INT	-1	= -1	+	+	
✓ Decipher Script	INT	4	= -1	+	5.0	+
✓ Diplomacy	CHA	-3	= -3	+	+	
✓ Disguise	CHA	-3	= -3	+	+	
✓ Escape Artist	DEX	2	= 2	+	+	
✓ Forgery	INT	-1	= -1	+	+	
✓ Gather Information	CHA	-3	= -3	+	+	
✓ Heal	WIS	1	= 1	+	+	
✓ Hide	DEX	11	= 2	+	1.0	8
✓ Intimidate	CHA	-3	= -3	+	+	
✓ Jump	STR	-10	= -4	+	+	-6
Knowledge (Arcana)	INT	14	= -1	+	15.0	+
Knowledge (Dungeoneering)	INT	4	= -1	+	5.0	+
Knowledge (Nature)	INT	4	= -1	+	5.0	+
Knowledge (Religion)	INT	4	= -1	+	5.0	+
Knowledge (The Planes)	INT	4	= -1	+	5.0	+
✓ Listen	WIS	8	= 1	+	7.0	+
✓ Move Silently	DEX	8	= 2	+	2.0	4
✓ Ride	DEX	2	= 2	+	+	
✓ Search	INT	2	= -1	+	3.0	+
✓ Sense Motive	WIS	1	= 1	+	+	
Spellcraft	INT	16	= -1	+	15.0	2
✓ Spot	WIS	10	= 1	+	9.0	+
✓ Survival	WIS	1	= 1	+	+	
✓ Swim	STR	-4	= -4	+	+	
✓ Use Rope	DEX	2	= 2	+	+	
			=	+	+	
			=	+	+	

✓: can be used untrained. X: exclusive skills

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

WEIGHT ALLOWANCE					
Light	7	Medium	15	Heavy	22
Lift over head	22	Lift off ground	45	Push / Drag	112

SPECIAL ABILITIES	
Animals eat/sleep/breathe	
Attach (Ex)	
Deliver touch spells (2)	
Empathic Link	
Improved Evasion (Ex) (2)	
Scent (Ex)	
Share Spells (2)	
Speak with master	

FEATS	
Compensate for Size	+1 to AC and attack rolls against larger foes
Weapon Finesse	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

LANGUAGES

TEMPLATES

Notes:

Character Sheet Notes: