

Demetrius Spirit Familiar - Familiar of Malcolm Devereaux

NAME

Com2

CLASS

2

Character Level

0

EXPERIENCE

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

EYES

Earthen Brown,
Spiky
HAIR

Neutral Good

ALIGNMENT

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 | 30 | WOUNDS/CURRENT HP | | | |
| AC armor class | 22 | 18 | 18 | 18 | 18 |
| | TOTAL | FLAT | TOUCH | BASE | |
| INITIATIVE modifier | +4 | +4 | +0 | | |
| | TOTAL | DEX MODIFIER | MISC MODIFIER | | |
| BASE ATTACK bonus | +3 | | | | |

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

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

| UNARMED | TOTAL ATTACK BONUS | DAMAGE | CRITICAL | REACH |
|---------|--------------------|--------|----------|-------|
| | +3 | 1d2-2 | 20/x2 | 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 | + |
| ✓ Mystic Artist Skill | | 0 | = | 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 | 12 | = | 4 | + | + 8 |
| ✓ 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 |

+7/+2

| Special Qualities | |
|-------------------|------|
| Telepathic Speech | [PH] |

| 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] |

+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) |

Notes:

Character Sheet Notes: