Demetrius - Spirit Familiar of Malcolm

NAME			PLAYERNAME	DEITY	ALIGNMENT
Out2		0	Spirit Elemental Tiny	0' 0" 0 lbs.	Neutral Good
CLASS		EXPERIENCE	RACE SIZE	HEIGHT WEIGHT	Darkvision (60 ft.)
2		3000	0 Male		VISION
Character Level		NEXT LEVEL	AGE GENDER	EYES , HAIR	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	10	+0	10	+0	10	+0
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	8	-1	8	-1	8	-1

HP hit points: 17

WOUNDS/CURRENT HP | SUBDUAL DAMAGE | DAMAGE REDUCTION

SPEED: Walk 20 ft., Burrow 30 ft.

AC armor class	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST
	20	16	18	=10	+0	+0	+4	+2	+2	+2		0	+0	0

INITIATIVE modifier	TOTAL	DEX MODIFIER	MISC MODIFIER
	+4	+4	+0

BASE ATTACK bonus: +4

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+7	+5	+2	+0	+0	+0		
REFLEX (dexterity)	+9	+5	+4	+0	+0	+0		
WILL (wisdom)	+6	+5	+1	+0	+0	+0		

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

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

*Claws	HAND	TYPE	SIZE	CRITICAL	REACH
	Both		S	20/x2	0 ft.
TOTAL ATTACK BONUS			DAMAGE		
+4/+4			1d3-2		

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

SKILLS

	SKILL NAME	KEY ABILITY	SKILL MODIFIER		ABILITY MODIFIER	RANKS	MISC MODIFIER
						MAX RANKS	5/2.5
✓	Acrobatics	DEX	9	=	4	+ 5.0	+
✓	Appraise	INT	0	=	0	+	+
✓	Athletics	STR	3	=	-2	+ 5.0	+
✓	Bluff	CHA	1	=	-1	+ 2.0	+
✓	Concentration	CON	6	=	2	+ 4.0	+
✓	Craft (Untrained)	INT	0	=	0	+	+
✓	Diplomacy	CHA	1	=	-1	+ 2.0	+
✓	Disguise	CHA	4	=	-1	+ 5.0	+
✓	Escape Artist	DEX	4	=	4	+	+
✓	Gather Information	CHA	-1	=	-1	+	+
✓	Heal	WIS	1	=	1	+	+
✓	Intimidate	CHA	1	=	-1	+ 2.0	+
	Knowledge (Arcana)	INT	4	=	0	+ 4.0	+
	Knowledge (The Planes)	INT	4	=	0	+ 4.0	+
✓	Perception	WIS	6	=	1	+ 5.0	+
	Perform (Act)	CHA	4	=	-1	+ 5.0	+
✓	Ride	DEX	4	=	4	+	+
✓	Sense Motive	WIS	3	=	1	+ 2.0	+
	Spellcraft	INT	4	=	0	+ 4.0	+
✓	Stealth	DEX	17	=	4	+ 5.0	+ 8
✓	Survival	WIS	5	=	1	+ 4.0	+
	Survival (Find or follow tracks)	WIS	7	=	1	+ 4.0	+ 2
✓	Use Rope	DEX	4	=	4	+	+
				=		+	+
				=		+	+

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

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EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
Claws	Equipped	1	0.0	0.0
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

Assistance

Assistance ~ Aide

Elemental Manipulation
  See text.

Extension
  See text.

Fast
  See text.

Empathic Link
  You have an empathic link with your mount out to a distance of up to 1 mile(s). You cannot see through the mount's eyes, but you can communicate empathically.

Outsider Traits
  Outsiders breathe but do not sleep/eat (though they can if they wish). Outsiders' souls and bodies are one unit so cannot be restored to life by spells that restore souls to a body (requires a different effect such as a Wish or True Resurrection).

Speak with Master

Spirit Elemental

Familiar Telepathy
  You may communicate telepathically with your familiar up to a range of 2 miles

Companion ~ Might
  Companion gains two positive levels

FEATS

Feat Conversion to CP ~ 6 (, ,)

Simple Weapon Proficiency
  You make attack rolls with simple weapons normally.

PROFICIENCIES

Axe (Throwing), Battleaxe, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Hoopak, Javelin, Keyblade, Kukri, Lance, Laser, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scourge, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Sword Staff, Trident, Unarmed, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES

Terran

TEMPLATES

Positive Level (+2)

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