

Pancha - Familiar of Flavin

NAME

Ani1

CLASS

1

Character Level

0

EXPERIENCE

1000

NEXT LEVEL

PLAYERNAME

Weasel

RACE

Tiny

AGE

0

GENDER

Male

DEITY

HEIGHT

0' 0"

EYES

WEIGHT

0 lbs.

HAIR

ALIGNMENT

Neutral Good

VISION

Low-light

POINTS

0

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED														
STR Strength	2	-4	2	-4	2	-4	25				Walk 20 ft., Climb 20 ft.														
DEX Dexterity	14	+2	14	+2	14	+2	AC	18	16	16	10	0	0	2	2	2	0	2	MISS CHANCE	0	ARCANE SPELL FAILURE	+0	ARMOR CHECK PENALTY	0	SPELL RESIST
CON Constitution	10	+0	10	+0	10	+0																			
INT Intelligence	7	-2	7	-2	7	-2	INITIATIVE	+2	+2	+0															
WIS Wisdom	12	+1	12	+1	12	+1	BASE ATTACK	+1																	
CHA Charisma	4	-3	4	-3	4	-3																			

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+4	+4	+0	+0	+0	+0		
REFLEX (dexterity)	+6	+4	+2	+0	+0	+0		
WILL (wisdom)	+3	+2	+1	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	-1	+1	-4	+2	+0	+0	
RANGED attack bonus	+5	+1	+2	+2	+0	+0	
GRAPPLE attack bonus	-11	+1	-4	-8	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	-5	1d2-4	20/x2	0 ft.

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

Special Properties

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	4/2	MISC MODIFIER
✓ Acrobatics	DEX	8	= 2	+ 6.0	+	
✓ Appraise	INT	-2	= -2	+	+	
✓ Athletics	STR	-1	= -4	+ 3.0	+	
Athletics (Climb)	STR	7	= -4	+ 3.0	+ 8	
Athletics (Jump)	STR	-7	= -4	+ 3.0	+ -6	
✓ Craft (Untrained)	INT	-2	= -2	+	+	
✓ Deception	CHA	3	= -3	+ 6.0	+	
✓ Endurance	CON	6	= 0	+ 6.0	+	
✓ Gather Information	CHA	-3	= -3	+	+	
✓ Heal	WIS	1	= 1	+	+	
✓ Perception	WIS	1	= 1	+	+	
✓ Persuasion	CHA	0	= -3	+ 3.0	+	
✓ Ride	DEX	2	= 2	+	+	
✓ Sense Motive	WIS	7	= 1	+ 6.0	+	
✓ Stealth	DEX	5	= 2	+ 3.0	+	
✓ Survival	WIS	4	= 1	+ 3.0	+	
Survival (Find or follow tracks)	WIS	8	= 1	+ 3.0	+ 4	
✓ Thievery	DEX	2	= 2	+	+	
✓ Use Rope	DEX	2	= 2	+	+	
			=	+	+	
			=	+	+	

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

\*: 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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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	5	Medium	10	Heavy	15
Lift over head	15	Lift off ground	30	Push / Drag	75

Special Attacks	
Attach (Ex)	[MM]

Special Qualities	
Animal Traits	[PHB, TypesSubtypesAbilities.rtf]
Animals eat/sleep/breathe	
Scent (Ex)	[MM]
Detect creatures within 30 feet by scent. Grants +4 to Survival checks when tracking creatures by scent.	
+7/+2+7/+2	

PROFICIENCIES
Bite

LANGUAGES
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TEMPLATES
Positive Level (+2)

## Eclipse Abilities

**Blessing/ Specialized for Grant of Aid only and Corrupted (extremely flashy in use)** **[Is This It, p.26]**

(2 CP). Blessing allows you to give others abilities equal to your own. Although powerful and versatile, Blessing comes with built-in flaws: you can only bless others when your abilities exceed theirs, and you lose the difference. As an alternative, the user may opt to "share" a particular item slot and the benefits of whatever occupies it. ! For example, a character with Blessing and +8 BAB could give another character with +5 BAB the difference. His or her BAB would then fall to +5. The Blessing lasts for 24 hours without being renewed, and the "Blessor" may take back his or her abilities at any time. The Blessing ends if either dies.

**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/ Bonus Uses +6, Corrupted (extremely flashy in use)** **[Is This It, p.32]**

Grant of Aid (6) with +6 Bonus Uses (8)/ Corrupted (extremely flashy in use), (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

**Location and Emotion Sharing** **[Eclipse, p.189]**

Know Location and Emotions

## Notes:

Character Sheet Notes: