

Chit - Familiar of Flavin

NAME

Ani1

CLASS

1

Character Level

0

NEXT LEVEL

1000

PLAYERNAME

Weasel

RACE

Tiny

AGE

0

GENDER

Male

DEITY

0' 0"

HEIGHT

0 lbs.

EYES

HAIR

ALIGNMENT

Neutral Good

VISION

Low-light

POINTS

0

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	2	-4	2	-4	2	-4
DEX Dexterity	14	+2	14	+2	14	+2
CON Constitution	10	+0	10	+0	10	+0
INT Intelligence	7	-2	7	-2	7	-2
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	4	-3	4	-3	4	-3

SAVING THROWS

FORTITUDE  
(constitution)

+4

REFLEX  
(dexterity)

+6

WILL  
(wisdom)

+3

TOTAL

MELEE  
attack bonus

-1

RANGED  
attack bonus

+5

GRAPPLE  
attack bonus

-11

HP  
hit points

25

AC  
armor class

18

INITIATIVE  
modifier

+2

BASE ATTACK  
bonus

+1

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 20 ft., Climb 20 ft.

TOTAL

16

FLAT

16

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

0

STAT

2

SIZE

2

NATURAL ARMOR

2

DEFLCTION

0

MISC

2

MISS CHANCE

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESIST

0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	4/2
✓ 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.

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

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**

[Is This It, p.26]

#### **Corrupted (extremely flashy in use)**

(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**

[Is This It, p.32]

#### **flashy in use)**

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: