

Demetrius Spirit Familiar - Familiar of Malcolm Devereaux

NAME  
Com2 0  
CLASS EXPERIENCE  
2 3000  
Character Level NEXT LEVEL

Mike Mason

PLAYERNAME  
Companion (Spirit Elemental)  
RACE Tiny  
SIZE Tiny  
AGE 0  
GENDER Male

DEITY  
0' 0" 0 lbs.  
HEIGHT WEIGHT  
,  
EYES 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	7	-2	7	-2	7	-2
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	8	-1	8	-1	8	-1

HP hit points	24	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION											
AC armor class	20	:	16	:	18	:	10	:	0	:	0	:	4	:	2	:	2	:	0	:	2
TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL ARMOR		DEFLECTION		MISC	

SPEED							
Walk 20 ft., Burrow 30 ft.							
MISS CHANCE	0	ARCANE SPELL FAILURE	0	ARMOR CHECK PENALTY	+0	SPELL RESIST	0

INITIATIVE modifier	+4	=	+4	+	+0
TOTAL		DEX MODIFIER		MISC MODIFIER	
BASE ATTACK bonus	+2				

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)	+5	=	+4	+	+1	+	+0	+	+0	+	+0	+	

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

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+2	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
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SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	5/2.5 MISC MODIFIER
✓ Acrobatics	DEX	4	=	4	+	+
✓ Appraise	INT	-2	=	-2	+	+
✓ Athletics	STR	-2	=	-2	+	+
Athletics (Jump)	STR	-8	=	-2	+	1.0 + -7
✓ Craft (Untrained)	INT	-2	=	-2	+	+
✓ Deception	CHA	9	=	-1	+	10.0 +
✓ Endurance	CON	14	=	2	+	12.0 +
✓ Gather Information	CHA	-1	=	-1	+	+
✓ Heal	WIS	3	=	1	+	2.0 +
✓ Perception	WIS	14	=	1	+	13.0 +
✓ Persuasion	CHA	-1	=	-1	+	+
✓ Ride	DEX	4	=	4	+	+
✓ Sense Motive	WIS	1	=	1	+	+
Spellcraft	INT	4	=	-2	+	6.0 +
✓ Stealth	DEX	4	=	4	+	+
✓ 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+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)				

## Eclipse Abilities

<b>Assistance</b>	<b>[Eclipse, p.24]</b>
(6 CP). Your "Aid Another" actions provides a +4 bonus, instead of the usual +2.	
<b>Might</b>	<b>[Eclipse, p.27]</b>
(+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.	
<b>Grant of Aid</b>	<b>[Eclipse, p.32]</b>
(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.	
<b>Improved Fortune - Evasion</b>	<b>[Eclipse, p.189]</b>
Takes no damage on successful save	
<b>Link</b>	<b>[Eclipse, p.189]</b>
Link with familiar up to a mile, Aid Another with Spot and Listen checks, Location and Emotion Sharing	
<b>Location and Emotion Sharing</b>	<b>[Eclipse, p.189]</b>
Know Location and Emotions	
<b>Spirit Elemental</b>	<b>[Is This It]</b>

## Notes:

Character Sheet Notes: