

Edgar - Familiar of Chomsky Greibach

CHARACTER NAME

Animal 1

CLASS

1 / 1/2

0 / 2000

Character Level / CR

EXP / NEXT LEVEL

Boppre

PLAYER NAME

Familiar Raven

Tiny / 2.5 ft.

RACE

25

AGE

Male

GENDER

None

DEITY

1' 10"

HEIGHT

Brown

EYES

None

REGION

2 lbs.

WEIGHT

Black

HAIR

Neutral Good

ALIGNMENT

Low-Light Vision

VISION

3

POINTS



ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	2		-4		
DEX Dexterity	15		+2		
CON Constitution	8		-1		
INT Intelligence	2		-4	6	-2
WIS Wisdom	15		+2		
CHA Charisma	7		-2		

HP
hit points

5

WOUNDS/CURRENT HP

AC
armor class

15

13

14

10

0

0

2

2

1

0

0

0

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLECTION

DODGE

MISC

INITIATIVE
modifier

+3

+2

+1

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK
bonus

+0

SAVING THROWS

FORTITUDE
(constitution)

+1

+2

-1

+0

+0

+0

+

REFLEX
(dexterity)

+5

+2

+2

+0

+1

+0

+

WILL
(wisdom)

+4

+2

+2

+0

+0

+0

+

Conditional Modifiers

TOTAL

MELEE
attack bonus

-2

+0

-4

+2

+0

+0

+

RANGED
attack bonus

+4

+0

+2

+2

+0

+0

+

CMB
attack bonus

+0

+0

+2

+0

-2

+

GRAPPLE

TRIP

DISARM

SUNDER

OFFENSE

+0

+0

+0

+0

DEFENSE

6

6

6

6

6

6

*Bite

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

P

T

20/x2

0 ft.

TOTAL ATTACK BONUS

+4

DAMAGE

1d3-4

*: 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

SPEED

Walk 10 ft., Fly 40 ft.(Average)

MISS CHANCE

0

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

0

SPELL RESIST

0

TOTAL SKILLPOINTS: 7		SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Acrobatics	DEX	2	=	2			
✓	Acrobatics (Jump)	DEX	-6	=	2			+ -8
✓	Appraise	INT	-2	=	-2			
✓	Bluff	CHA	-2	=	-2			
✓	Climb	STR	2	=	-4			+ 6
✓	Craft (Untrained)	INT	-2	=	-2			
✓	Diplomacy	CHA	-2	=	-2			
✓	Disguise	CHA	-2	=	-2			
✓	Escape Artist	DEX	3	=	2			+ 1
✓	Fly	DEX	6	=	2			+ 4
✓	Heal	WIS	2	=	2			
✓	Intimidate	CHA	-2	=	-2			
	Knowledge (Arcana)	INT	-1	=	-2			+ 1
	Knowledge (Geography)	INT	-1	=	-2			+ 1
	Knowledge (History)	INT	-1	=	-2			+ 1
	Knowledge (Nature)	INT	-1	=	-2			+ 1
	Linguistics(Varisian)	INT	-1	=	-2			+ 1
✓	Perception	WIS	6	=	2			+ 1 + 3
✓	Perform (Untrained)	CHA	-2	=	-2			
✓	Ride	DEX	2	=	2			
✓	Sense Motive	WIS	2	=	2			
✓	Spellcraft	INT	-1	=	-2			+ 1
✓	Stealth	DEX	10	=	2			+ 8
✓	Survival	WIS	2	=	2			
✓	Swim	STR	2	=	-4			+ 6
				=				+ +
				=				+ +
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.								

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Bite	Equipped	1	0	0
TOTAL WEIGHT CARRIED/VALUE			0 lbs. / 0 gp	

WEIGHT ALLOWANCE					
Light	3	Medium	6	Heavy	10
Lift over head	10	Lift off ground	20	Push / Drag	50

LANGUAGES	
Common, Varisian	

Traits	
Adopted	[Paizo Inc. - Advanced Player's Guide, p.329]
You were adopted and raised by someone not of your actual race, and raised in a society not your own. You may immediately select a race trait from your adoptive parent's race.	
Deft Dodger	[Paizo Inc. - Advanced Player's Guide, p.328]
Growing up in a rough neighborhood or a dangerous environment has honed your senses. You gain a +1 trait bonus on Reflex saves.	
Rapscallion	[Paizo Inc. - Advanced Player's Guide, p.331]
You've spent your entire life thumbing your nose at the establishment and take pride in your run ins with the law. Somehow, despite all the mischievous behavior in your life, you've never been caught. You gain a +1 trait bonus on Escape Artist checks and a +1 trait bonus on Initiative checks.	

Special Qualities	
Empathic Link (Su)	[Paizo Inc. - Core Rulebook, p.83]
The master has an empathic link with his familiar to a 1 mile distance. The master can communicate emphatically with the familiar, but cannot see through its eyes. Because of the link's limited nature, only general emotions can be shared. The master has the same connection to an item or place that his familiar does.	
Improved Evasion (Ex)	[Paizo Inc. - Core Rulebook]
You can avoid damage from many area-effect attacks. If you make a successful Reflex save against an attack that normally deals half damage on a successful save, you instead take no damage, and even on a failed saving throw you take only half damage. If you are helpless, you do not gain the benefit of improved evasion.	
Low-Light Vision (Ex)	[Bestiary]
You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.	
Share Spells (Ex)	[Paizo Inc. - Core Rulebook, p.52]
The master may cast a spell with a target of "You" on her animal companion (as a spell with a range of touch) instead of on herself. A master may cast spells on her animal companion even if the spells normally do not affect creatures of the companion's type (animal). Spells cast in this way must come from a class that grants an animal companion. This ability does not allow the animal to share abilities that are not spells, even if they function like spells.	
Speak One Language (Su)	[Paizo Inc. - Core Rulebook, p.82]
The familiar can speak one language of its master's choice as a supernatural ability.	

Feats	
Weapon Finesse	[Paizo Inc. - Core Rulebook, p.136]
With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.	

PROFICIENCIES	
Bite	

TEMPLATES	
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Familiar Raven
RACE
25
AGE
Male
GENDER
Low-Light Vision
VISION
Neutral Good
ALIGNMENT
Right
DOMINANT HAND
1' 10"
HEIGHT
2 lbs.
WEIGHT
Brown
EYE COLOUR
SKIN COLOUR
Black,
HAIR
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION

Description:
Biography: