

True Neutral
ALIGNMENT
Low-light
VISION
0
POINTS

SKILLS			MAX RANKS		4/2
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Bluff	CHA	10	= -2	+ 12.0	+
✓ Concentration	CON	12	= 0	+ 12.0	+
✓ Diplomacy	CHA	3	= -2	+ 3.0	+ 2
Knowledge (Arcana)	INT	12	= 0	+ 12.0	+
✓ Listen	WIS	3	= 2	+ 1.0	+
✓ Ride	DEX	5	= 2	+ 3.0	+
Spellcraft	INT	14	= 0	+ 12.0	+ 2
✓ Spot	WIS	5	= 2	+ 3.0	+
			=	+	+
			=	+	+

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

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
TOTAL WEIGHT CARRIED/VALUE			0 kg	0.0 gp

WEIGHT ALLOWANCE					
Light	0,5	Medium	1,5	Heavy	2,5
Lift over head	2,5	Lift off ground	5	Push / Drag	12,5

SPECIAL ABILITIES	
Animal Traits	
Deliver touch spells	
Empathic Link	
Improved Evasion (Ex)	
Share Spells	
Speak one language	
Speak with animals of its kind	
Speak with master	

FEATS	
Weapon Finesse	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

LANGUAGES
Abyssal

TEMPLATES

Notes:

Character Sheet Notes: