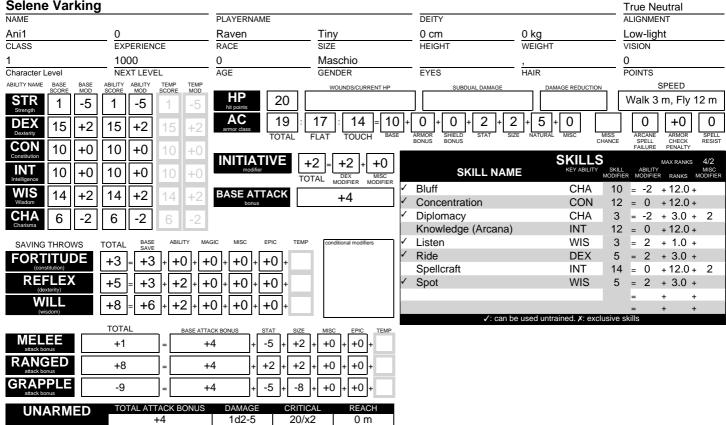
Nightwing - FAMILIAR of Selene Varking



\*: 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

## **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:	