Ren

Ren	**Talbert**
Character Name	Player Name
Animal 1	Familiar Raven / Animal/Magical Beast
CLASS	RACE
1 (1/6) — 0 / 2000	0 — Female
Character Level (CR) — EXP/NEXT LEVEL	AGE — GENDER

None	None	None
Deity	Region	Alignment
Tiny / 2.5 ft.	0' 0" / 0 lbs.	Low-Light Vision
SIZE / FACE	HEIGHT / WEIGHT	VISION
		3
EYES	HAIR	Points

Abilities

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR (Strength)	2	-4	2	-4		
DEX (Dexterity)	15	+2	15	+2		
CON (Constitution)	8	-1	8	-1		
INT (Intelligence)	6	-2	6	-2		
WIS (Wisdom)	15	+2	15	+2		
CHA (Charisma)	7	-2	7	-2		

HP hit points: 4

WOUNDS/CURRENT HP | SUBDUAL DAMAGE | DAMAGE REDUCTION

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

AC armor class

TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLEC-TION	DODGE	Morale	Insight	Sacred	Profane	MISC
15	13	14 =	10	+0	+0	+2	+2	+1	+0	+0	+0	+0	+0	+0	+0

INITIATIVE modifier

TOTAL	DEX MODIFIER	MISC MODIFIER
+2 =	+2	+ +0

MISS CHANCE	Arcane Spell Failure	ARMOR CHECK PENALTY	SPELL RESIST	ACID RESIST	COLD RESIST	ELECT. RESIST	FIRE RESIST
0	+0	0					

Encumbrance: Light

Saving Throws

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+1 =	+2	+ -1	+0	+0	+0	
REFLEX (dexterity)	+4 =	+2	+ +2	+0	+0	+0	
WILL (wisdom)	+4 =	+2	+ +2	+0	+0	+0	

Attack

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

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
CMB	+0	+0	+0	+0	+0	+0
CMD	6	6	6	6	6	6

	DIRTY TRICK	DRAG	REPOSITION	STEAL
CMB	+0	+0	+0	+0
CMD	6	6	6	6

UNARMED (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+0	1d2-4	20/x2	0 ft.

Special Properties:

*Bite	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	BPS	T	20/x2	0 ft.
TOTAL ATTACK BONUS		DAMAGE			
+4		1d3-4			

Skills

TOTAL SKILLPOINTS: 7 — **SKILLS** — MAX RANKS: 1/1

	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	12	=	-4	+	1	+	15
✓	Craft (Untrained)	INT	-2	=	-2				
✓	Diplomacy	CHA	-2	=	-2				
✓	Disguise	CHA	-2	=	-2				
✓	Escape Artist	DEX	2	=	2				
✓	Fly	DEX	6	=	2			+	4
✓	Heal	WIS	3	=	2	+	1		
✓	Intimidate	CHA	-2	=	-2				
	Knowledge (Nature)	INT	-1	=	-2	+	1		
✓	Perception	WIS	6	=	2	+	1	+	3
	Perform (Untrained)	CHA	-2	=	-2				
✓	Ride	DEX	2	=	2				
✓	Sense Motive	WIS	3	=	2	+	1		
✓	Spellcraft	INT	-1	=	-2	+	1		
✓	Stealth	DEX	10	=	2			+	8
✓	Survival	WIS	3	=	2	+	1		
✓	Swim	STR	2	=	-4			+	6

✓: can be used untrained. ✗: exclusive skills. *: Skill Mastery.

*: 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.

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Player: **Talbert**

PCGen Character Template by Andrew Maitland (LegacyKing) and Stefan Radermacher (Zaister), based on work by Frugal, ROG, Arcady, Barak, Dimrill, & Dekker.
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EQUIPMENT

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

WEIGHT ALLOWANCE

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

MONEY

Total= 0 gp

MAGIC

Languages

Sylvan

Other Companions

Special Qualities

Alertness (Ex) [Paizo Inc. - Core Rulebook, p.83]

While a familiar is within arm's reach, the master gains the Alertness feat.

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.

Fast Healing (Ex) [Paizo Inc. - Bestiary, p.300]

You regain hit points at 1 hit points per round. You regain hit points at 1 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Improved Evasion (Ex) [Paizo Inc. - Core Rulebook, p.83]

When subjected to an attack that normally allows a Reflex saving throw for half damage, an animal companion takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

Intelligence Score [Paizo Inc. - Core Rulebook, p.83]

Low-Light Vision (Ex) [Paizo Inc. - 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.

Natural Armor Bonus [Paizo Inc. - Core Rulebook, p.83]

Share Spells (Ex) [Paizo Inc. - Core Rulebook, p.83]

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.

Spirit Animal (Su) [Paizo Inc. - Advanced Class Guide, p.42]

The spirit animal appears to be a beautiful and very healthy version of its species, and seems especially vibrant and full of life.

Feats

Weapon Finesse [Paizo Inc. - Core Rulebook, p.136]

You are trained in using your agility in melee combat, as opposed to brute strength.

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

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Ren

Familiar Raven
RACE

0
AGE

Female
GENDER

Low-Light Vision
VISION

None
ALIGNMENT

Right
DOMINANT HAND

0' 0"
HEIGHT

0 lbs.
WEIGHT

EYE COLOUR

SKIN COLOUR

,
HAIR / HAIR STYLE

PHOBIAS

,
PERSONALITY TRAITS

INTERESTS

,
SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None
REGION

DEITY

Animal/Magical Beast
Race Type

Race Sub Type

Description:
Biography:

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