

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
Orc

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
Flyby Attack [Paizo Inc. - Bestiary, p.315] This creature can make an attack before and after it moves while flying. When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack. Normal: Without this feat, the creature takes a standard action either before or after its move.

Proficiencies
Bite

Ren- Familiar of Thokk Heartmender

Familiar Raven

RACE

0

AGE

Female

GENDER

Low-Light Vision

VISION

None

ALIGNMENT

Ambidextrous

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: