



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
Abyssal, Dwarven, Giant, Ignan, Infernal, Terran, Undercommon

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.

**Animal Traits (Ex)** [Paizo Inc. - Core Rulebook, p.307]

Animals breathe, eat, and sleep.

**Deliver Touch Spells (Su)** [Paizo Inc. - Core Rulebook, p.83]

If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher." The familiar can then deliver the touch spell just as the master would. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

**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 empathically 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, 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.

**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.

**Scry on Familiar (Sp)** [Paizo Inc. - Core Rulebook, p.83]

If the master is 13th level or higher, he may scry on his familiar (as if casting the scrying spell) once per day.

**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.

**Speak with Animals of Its Kind (Ex)** [Paizo Inc. - Core Rulebook, p.83]

If the master is 7th level or higher, a familiar can communicate with animals of approximately the same kind as itself (including dire varieties), bats with bats, cats with felines, hawks and owls and ravens with birds, lizards and snakes with reptiles, monkeys with other simians, rats with rodents, toads with amphibians, and weasels with ermines and minks. Such communication is limited by the intelligence of the conversing creatures.

**Speak with Master (Ex)** [Paizo Inc. - Core Rulebook, p.83]

If the master is 5th level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

**Spell Resistance (Ex)** [Paizo Inc. - Core Rulebook, p.83]

If the master is 11th level or higher, a familiar gains spell resistance equal to the master's level + 5. To affect the familiar with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the familiar's spell resistance.

**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

# Korko- Familiar of Kalinar Mordulin

Familiar Raven

RACE

AGE

Male

GENDER

Low-Light Vision

VISION

Chaotic Good

ALIGNMENT

Right

DOMINANT HAND

HEIGHT

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:**