

# Wart - Familiar of Arthur

Chaotic Good

NAME Ani1	0	PLAYERNAME Toad	Diminutive	DEITY 0' 0"	0 lbs.	ALIGNMENT Low-light
CLASS 1	EXPERIENCE 1000	RACE 0	SIZE Male	HEIGHT /	WEIGHT /	VISION 10
Character Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP hit points	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED Walk 5 ft.
<b>STR</b> Strength	1	-5	1	-5	1	-5	58				
<b>DEX</b> Dexterity	12	+1	12	+1	12	+1	<b>AC</b> armor class	TOTAL: 16	FLAT: 15	TOUCH: 15	BASE: 10
<b>CON</b> Constitution	10	+0	10	+0	10	+0			ARMOR BONUS: 0	SHIELD BONUS: 0	STAT: 1
<b>INT</b> Intelligence	6	-2	6	-2	6	-2	<b>INITIATIVE</b> modifier	TOTAL: +1	SIZE: 4	NATURAL: 1	MISC: 0
<b>WIS</b> Wisdom	14	+2	14	+2	14	+2	<b>BASE ATTACK</b> bonus	TOTAL: +13/+8/+3			
<b>CHA</b> Charisma	4	-3	4	-3	4	-3					

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+10	+10	+0	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+7	+6	+1	+0	+0	+0		
<b>WILL</b> (wisdom)	+7	+5	+2	+0	+0	+0		

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
	+12/+7/+2	+13/+8/+3	-5	+4	+0	+0	
RANGED attack bonus	+18/+13/+8	+13/+8/+3	+1	+4	+0	+0	
GRAPPLE attack bonus	-4/-9/-14	+13/+8/+3	-5	-12	+0	+0	

<b>UNARMED</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+8/+3/-2	1d2-5	20/x2	0 ft.

\*: 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
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SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	4/2 MISC MODIFIER
✓ Appraise	INT	-2	= -2	+	+
✓ Balance	DEX	2	= 1	+ 1.0	+
✓ Bluff	CHA	-3	= -3	+	+
✓ Climb	STR	-5	= -5	+	+
✓ Concentration	CON	1	= 0	+ 1.0	+
✓ Control Shape	WIS	2	= 2	+	+
Craft (Bowmaking)	INT	1	= -2	+ 5.0	-2
✓ Craft (Untrained)	INT	-2	= -2	+	+
✓ Diplomacy	CHA	-3	= -3	+	+
✓ Disguise	CHA	-3	= -3	+	+
✓ Escape Artist	DEX	1	= 1	+	+
✓ Forgery	INT	-2	= -2	+	+
✓ Gather Information	CHA	-3	= -3	+	+
✓ Heal	WIS	2	= 2	+	+
✓ Hide	DEX	17	= 1	+	+ 16
✓ Intimidate	CHA	-3	= -3	+	+
✓ Jump	STR	-16	= -5	+ 4.0	-15
Knowledge (Nobility and Royalty)	INT	-1	= -2	+ 1.0	+
✓ Listen	WIS	6	= 2	+ 4.0	+
✓ Move Silently	DEX	5	= 1	+ 4.0	+
✓ Perform (Untrained)	CHA	-3	= -3	+	+
✓ Ride	DEX	-1	= 1	+ 3.0	-5
✓ Search	INT	-2	= -2	+	+
✓ Sense Motive	WIS	2	= 2	+	+
Spellcraft	INT	1	= -2	+ 3.0	+
✓ Spot	WIS	19	= 2	+ 17.0	+
✓ Survival	WIS	15	= 2	+ 13.0	+
✓ Swim	STR	-5	= -5	+	+
✓ Use Rope	DEX	1	= 1	+	+
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills

EQUIPMENT			
ITEM	LOCATION	QTY	WT
TOTAL WEIGHT CARRIED/VALUE			0 lbs.

WEIGHT ALLOWANCE			
Light 1	Medium 3	Heavy 5	
Lift over head 5	Lift off ground 10	Push / Drag 25	

SPECIAL ABILITIES
Amphibious (Ex) ~ can survive indefinitely on land
Empathic Link
Improved Evasion (Ex)
Share Spells

PROFICIENCIES

LANGUAGES