

Zork - Familiar of Caprin

NAME	PLAYERNAME	DEITY	ALIGNMENT
Ani1	Weasel	Tiny	True Neutral
CLASS	RACE	HEIGHT	VISION
1	0	0' 0"	Low-light
Character Level	EXPERIENCE	WEIGHT	POINTS
1	1000	0 lbs.	14
NEXT LEVEL	AGE	GENDER	EYES
	0	Male	HAIR

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	2	-4	2	-4	2	-4
DEX Dexterity	14	+2	14	+2	14	+2
CON Constitution	10	+0	10	+0	10	+0
INT Intelligence	12	+1	12	+1	12	+1
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	4	-3	4	-3	4	-3

HP hit points	42	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED Walk 20 ft., Climb 20 ft.		
AC armor class	21	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST	
		21	19	14	10	0	0	2	2	7	0		0	+0	19	

INITIATIVE modifier	+2	TOTAL	DEX MODIFIER	MISC MODIFIER
		+2	+2	+0
BASE ATTACK bonus	+7/+2			

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+4	+4	+0	+0	+0	+0		
REFLEX (dexterity)	+6	+4	+2	+0	+0	+0		
WILL (wisdom)	+10	+9	+1	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+5/+0	+7/+2	-4	+2	+0	+0	
RANGED attack bonus	+11/+6	+7/+2	+2	+2	+0	+0	
GRAPPLE attack bonus	-5/-10	+7/+2	-4	-8	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+7/+2	1d2-4	20/x2	0 ft.

*Bite	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	BPS	T	20/x2	0 ft.
TOTAL ATTACK BONUS	DAMAGE				
+11	1d3-4				

*: 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	
						RANKS	MODIFIER
✓ Appraise	INT	1	= 1	+	+		
✓ Balance	DEX	10	= 2	+	+	8	
✓ Bluff	CHA	-3	= -3	+	+		
✓ Climb	STR	10	= -4	+	+	14	
✓ Concentration	CON	0	= 0	+	+		
✓ Control Shape	WIS	1	= 1	+	+		
Craft (Alchemy)	INT	13	= 1	+	12.0	+	
Craft (Bowmaking)	INT	1	= 1	+	2.0	-2	
Craft (Gemcutting)	INT	5	= 1	+	6.0	-2	
Craft (Shipmaking)	INT	2	= 1	+	3.0	-2	
✓ Craft (Untrained)	INT	1	= 1	+	+		
Craft (Weaponsmithing)	INT	4	= 1	+	5.0	-2	
✓ Diplomacy	CHA	-3	= -3	+	+		
✓ Disguise	CHA	-3	= -3	+	+		
✓ Escape Artist	DEX	6	= 2	+	2.0	+	2
✓ Forgery	INT	1	= 1	+	+		
✓ Gather Information	CHA	-3	= -3	+	+		
✓ Heal	WIS	1	= 1	+	+		
✓ Hide	DEX	10	= 2	+	+	8	
✓ Intimidate	CHA	-3	= -3	+	+		
✓ Jump	STR	-10	= -4	+	+	-6	
Knowledge (Arcana)	INT	7	= 1	+	6.0	+	
✓ Listen	WIS	1	= 1	+	+		
✓ Move Silently	DEX	6	= 2	+	+	4	
✓ Perform (Untrained)	CHA	-3	= -3	+	+		
✓ Profession (Brewer)	WIS	7	= 1	+	6.0	+	
✓ Ride	DEX	-3	= 2	+	+	-5	
✓ Search	INT	1	= 1	+	+		
✓ Sense Motive	WIS	1	= 1	+	+		
✓ Spellcraft	INT	20	= 1	+	17.0	+	2
✓ Spot	WIS	1	= 1	+	+		
✓ Survival	WIS	1	= 1	+	+		
✓ Swim	STR	2	= -4	+	6.0	+	
✓ Use Rope	DEX	8	= 2	+	6.0	+	
			=	+	+		
			=	+	+		

✓: can be used untrained. X: exclusive skills

EQUIPMENT				
ITEM	LOCATION	QTY	WT	
Bite	Equipped	1	0.0	
TOTAL WEIGHT CARRIED/VALUE				0 lbs.

WEIGHT ALLOWANCE					
Light	5	Medium	10	Heavy	15
Lift over head	15	Lift off ground	30	Push / Drag	75

SPECIAL ABILITIES	
Attach (Ex) ~ latches on with powerful jaws (after a successful bite attack) and deals bite damage automatically each round it remains attached	
Deliver touch spells	
Empathic Link	
Improved Evasion (Ex)	
Scent (Ex)	
Scry on familiar	
Share Spells	
Speak with animals of its kind	
Speak with master	

FEATS	
Weapon Finesse	You are especially skilled at using weapons that can benefit as much from dexterity as from strength

PROFICIENCIES	
	Bite

LANGUAGES	