

# Jeswick - Familiar of Wymone Everyelf

Neutral Good

NAME	PLAYERNAME	DEITY	ALIGNMENT
Ani1	Hawk Tiny	0' 0"	Low-light
CLASS	RACE	HEIGHT	VISION
1	0 Male	0 lbs.	15
Character Level	EXPERIENCE	AGE	POINTS
0	1000		

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR	6	-2	6	-2	6	-2	32				Walk 10 ft., Fly 60 ft.
DEX	16	+3	16	+3	16	+3	AC	TOTAL	FLAT	TOUCH	BASE
CON	10	+0	10	+0	10	+0	25	22	15	10	0
INT	13	+1	13	+1	13	+1	INITIATIVE	+3	+3	+0	ARMOR BONUS
WIS	14	+2	14	+2	14	+2	BASE ATTACK	+7/+2			SHIELD BONUS
CHA	6	-2	6	-2	6	-2					STAT

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE	+5	+5	+0	+0	+0	+0		
REFLEX	+8	+5	+3	+0	+0	+0		
WILL	+11	+9	+2	+0	+0	+0		

MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
	+7/+2	+7/+2	-2	+2	+0	+0	
RANGED	+12/+7	+7/+2	+3	+2	+0	+0	
GRAPPLE	-3/-8	+7/+2	-2	-8	+0	+0	

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

*Talons	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	PS	T	20/x2	0 ft.
TOTAL ATTACK BONUS	DAMAGE				
+12	1d4-2				

\*: 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	1	= 1	+	+
✓ Balance	DEX	3	= 3	+	+
✓ Bluff	CHA	-2	= -2	+	+
✓ Climb	STR	-2	= -2	+	+
✓ Concentration	CON	11	= 0	+ 11.0	+
✓ Control Shape	WIS	2	= 2	+	+
✓ Craft (Sewing)	INT	3	= 1	+ 2.0	+
✓ Craft (Untrained)	INT	1	= 1	+	+
✓ Diplomacy	CHA	0	= -2	+ 2.0	+
✓ Disguise	CHA	-2	= -2	+	+
✓ Escape Artist	DEX	3	= 3	+	+
✓ Forgery	INT	1	= 1	+	+
✓ Gather Information	CHA	-2	= -2	+	+
✓ Heal	WIS	2	= 2	+	+
✓ Hide	DEX	12	= 3	+ 1.0	8
✓ Intimidate	CHA	0	= -2	+ 2.0	+
✓ Jump	STR	-14	= -2	+	-12
Knowledge (Arcana)	INT	32	= 1	+ 31.0	+
Knowledge (The Planes)	INT	21	= 1	+ 20.0	+
✓ Listen	WIS	3	= 2	+ 1.0	+
✓ Move Silently	DEX	3	= 3	+	+
✓ Perform (Flute)	CHA	1	= -2	+ 3.0	+
✓ Perform (Sing)	CHA	-1	= -2	+ 1.0	+
✓ Perform (Untrained)	CHA	-2	= -2	+	+
✓ Ride	DEX	-1	= 3	+ 1.0	-5
✓ Search	INT	16	= 1	+ 15.5	+
✓ Sense Motive	WIS	2	= 2	+	+
✓ Spellcraft	INT	34	= 1	+ 31.0	2
✓ Spot	WIS	15	= 2	+ 5.0	8
✓ Survival	WIS	2	= 2	+	+
✓ Swim	STR	1	= -2	+ 3.0	+
✓ Use Rope	DEX	3	= 3	+	+

✓: can be used untrained. X: exclusive skills

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

WEIGHT ALLOWANCE					
Light	10	Medium	20	Heavy	30
Lift over head	30	Lift off ground	60	Push / Drag	150

SPECIAL ABILITIES	
Deliver touch spells	
Empathic Link	
Improved Evasion (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	
	Talons

LANGUAGES	

## Notes:

Character Sheet Notes: