Korko - Familiar of Kalinar

Mord	ulin														None		Cha	otic G	ood		
Character Name							Player Name							Deity	Region			Alignment			
Animal 1							Familiar Raven / Animal/Magical Beast							Tiny / 2.5 ft.	/	/			Low-Light Vision		
CLASS							RACE							SIZE / FACE	HEIGHT / WEIG	GHT	VISIC	N			
1 (1/6) 0 / 1300							Male														
Character Level (CR) EXP/NEXT LEVEL							AGE GENDER							EYES	HAIR			Points			
ABILITY NAME BASE BASE ABILITY ABILITY TEMP TEMP SCORE MOD SCORE MOD SCORE MOD					WOUNDS/CURRENT HP							SUBDUAL DAMAGE DAMAGE REDUCTION			SPEED						
STR 2 -4 2 -4					HP 48												0 ft., Fly				
Strength	Strength						<u> </u>								\	4	0 π.(/	Average)			
DEX Dexterity	15	+2	15	+2			AC armor class	21	19	۱ ۱	14 =	10 +	0	+ 0 + 2 + 2	2 + 7 + 0 + 0) + 0 +	0	+ 0	+ 0 + C		
CON	8	-1	8	-1			annor class	TOTAL	FLA	ТТС	UCH		ARMOR		ZE NATURAL DEFLEC- DOL ARMOR TION DOL	DGE Morale	Insight	Sacred	Profane MIS		
Constitution	اك		ليا ا	H			INITIA	TIVE	+2) =	+2	+0) [0 +0	19		7				
INT 12 +1 12 +1				l	modifier TOTAL DEX MISC M							MISS Arcane ARMOR	SPELL ACID COLD	ELECT. FIRE	J						
WIS	15	+2	15	+2					101	AL M	ODIFIER	MODIFIER	С	HANCE Spell CHECK Failure PENALTY	RESIST RESIST RESIST	RESIST RESIS	Т				
Wisdom							Encumbrance Light							TOTAL SKILLPOINTS: 2	234	SKILLS MAX RANK			MAX RANKS:		
CHA	7	-2	7	-2									'	SK	ILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIE	Y RANKS MISC ER MODIFI		
	□	NS	TOTAL	BASE	ABILITY	MAGIC	MISC	EPIC TI	EMP				/	Acrobatics		DEX	6	= 2	+ 1 + 3		
FOR	TITU)F	+3	= +4	+ -1	+ +0	+ +0+	+0+					/	Acrobatics (Jump)	DEX	_	= 2			
	onstitution)		+3	7-4	_ '	+0	+0	- -					/	Appraise		INT	2	= 1			
REFLEX +6 +4 +2 +				+ +0	+ +0 +	+0					/	Bluff Climb		CHA STR		= -2 = -4	+ 12				
	(dexterity)		. 4 4 :		+	+	++0++0+							Craft (Stonemasonry) INT				-	+ 14		
	(wisdom)		+11	+9	+ +2	+0							/	Craft (Untrained) INT				= 1	17		
													_ /	Diplomacy		CHA	-		+ 14		
			TOT				CK BONUS	STAT	SIZE	MISC	+ 0	TEMP	/	Disguise		CHA	-2	= -2			
ME	LEE		+5/-	+0	=	+7/	+7/+2 + -4 + +2 + +0 +					+	1	Escape Artist		DEX	2	= 2			
DAN	GED	i 🗀	+11/+6 = +				7/+2 + +2 + +2 + +0 + 0 +					7.	/	Fly		DEX			+ 14 + 7		
	bonus		' ' ' '	10	╛┖	' ' '	12	12	12	10	ا ل	┚╙	/	Heal		WIS		= 2			
CI		+7/+2 = +			+7/	7/+2 + +2 + -2 + +				+	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	Intimidate Knowledge (Arcai	201	CHA		= -2	+ 27				
attack	bonus	J L									BULL			Knowledge (Dung	•	INT		= 1			
СМВ		7/+2		TRIP +7/+2			7/+2		7/+2		+7	+7		Knowledge (Engir		INT			+ 10		
CMD		13	⊣는	13			13		13		13	13		Knowledge (Geog	0,	INT		= 1	-		
CIVID		13					13	l L	13		13	13		Knowledge (Histo	ory)	INT		= 1	+ 6		
UI	NARM	ED	TC		ACK BO	NUS	DAMAC		CRITICA			ACH		Knowledge (Loca	,	INT	2	= 1	+ 1		
1)	nonlethal on	ly)		+7	7/+2		1d2-	4	20/x2	<u>'</u>	0	ft.		Knowledge (Natu	· '	INT		= 1	+ 13		
			*Bite				HAND	TYPE	SIZE	CRITI		REACH		Knowledge (Nobil	* /	INT		= 1			
							Primary		Т	20/>	k2	0 ft.		Knowledge (Plane	•	INT		= 1			
TOTAL ATTACK BONUS +11							DAMAGE 1d3-4							Knowledge (Relig Linguistics(Abyssal, Dwarven,		INT		= 1	+ 25 + 7		
			rii					'	u3-4				/	Undercommon) Perception		WIS			+ 27 + 3		
	s equipped	nriman, h	and 1H-0). One han	ded in off h	and 2H	Two handed	2W-P-(OH)-	2 weann	ne nrim	arv hand	I (off hand		Perform (Keyboai	rd Instruments)	CHA		= -2	_		
weapon is heavy). 2W-P-(OL) : 2 weapons, primary hand (off hand wea						H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand pon is light). 2W-OH: 2 weapons, off hand.						1	Perform (Untraine	•	CHA		= -2				
													1	Ride		DEX		= 2			
													1	Sense Motive		WIS	_	= 2			
														Spellcraft		INT			+ 27		
													1	Stealth		DEX	14	= 2	+ 1 + 1		

Survival

Swim

WIS

STR

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

2 = 2

2

= -4

+ 6

EQUIPMENT ITEM LOCATION QTY WT / COST 0/0Bite Equipped TOTAL WEIGHT CARRIED/VALUE 0 lbs. 0gp

WEIGHT ALLOWANCE Light 3 Medium 6 Heavy 10 Lift off ground 20 Lift over head 10 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.831

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 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.

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.

Scrv 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
Chaotic Good ALIGNMENT
Right
DOMINANT HAND
DOMINANT HAND
HEIGHT
WEIGHT
EYE COLOUR
EYE COLOUR
SKIN COLOUR
HAIR / HAIR STYLE
PHOBIAS
1
PERSONALITY TRAITS
INTERESTS
INTERESTS
SPOKEN STYLE / CATCH PHRASE
SI SILITOTTEE / SITOTT HINNE
RESIDENCE
LOCATION
None
REGION
DEITY
Animal/Magical Beast
Race Type

Race Sub Type Description: Biography: