

Tiny - Familiar of Zoprk

Chaotic Good

NAME Ani1	0	PLAYERNAME Tiny Viper	Tiny	DEITY 0' 0"	0 lbs.	ALIGNMENT Normal
CLASS 1	1000	RACE 0	Male	HEIGHT /		VISION 14
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 15 ft., Climb 15 ft., Swim 15 ft.		
STR Strength	4	-3	4	-3	4	-3	32														
DEX Dexterity	16	+3	16	+3	16	+3	AC armor class	24	21	15	10	0	0	3	2	9	0	0	+0	19	
CON Constitution	10	+0	10	+0	10	+0	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST	

INT Intelligence	12	+1	12	+1	12	+1	INITIATIVE modifier	+3	+3	+0
WIS Wisdom	12	+1	12	+1	12	+1	TOTAL	DEX MODIFIER	MISC MODIFIER	
CHA Charisma	2	-4	2	-4	2	-4	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)	+7	+4	+3	+0	+0	+0		
WILL (wisdom)	+10	+9	+1	+0	+0	+0		

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
RANGED attack bonus	+6/+1	+7/+2	-3	+2	+0	+0	
GRAPPLE attack bonus	+12/+7	+7/+2	+3	+2	+0	+0	
	-4/-9	+7/+2	-3	-8	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+8/+3	1d2-3	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	1	= 1	+	+	
✓ Balance	DEX	11	= 3	+	+	8
✓ Bluff	CHA	2	= -4	+	+	6.0
✓ Climb	STR	11	= -3	+	+	14
✓ Concentration	CON	17	= 0	+	+	17.0
✓ Control Shape	WIS	1	= 1	+	+	
Craft (Alchemy)	INT	18	= 1	+	+	17.0
Craft (Sculpting)	INT	0	= 1	+	+	-2
✓ Craft (Untrained)	INT	1	= 1	+	+	
✓ Diplomacy	CHA	-2	= -4	+	+	2
✓ Disguise	CHA	-2	= -4	+	+	2
✓ Escape Artist	DEX	3	= 3	+	+	
✓ Forgery	INT	1	= 1	+	+	
✓ Gather Information	CHA	-4	= -4	+	+	
✓ Heal	WIS	2	= 1	+	+	1.0
✓ Hide	DEX	15	= 3	+	+	12
✓ Intimidate	CHA	3	= -4	+	+	5.0
✓ Jump	STR	-12	= -3	+	+	-9
Knowledge (Arcana)	INT	18	= 1	+	+	17.0
Knowledge (Architecture and Engineering)	INT	3	= 1	+	+	2.0
Knowledge (Dungeoneering)	INT	2	= 1	+	+	1.0
Knowledge (The Planes)	INT	14	= 1	+	+	13.0
✓ Listen	WIS	5	= 1	+	+	4
✓ Move Silently	DEX	3	= 3	+	+	
✓ Perform (Untrained)	CHA	-4	= -4	+	+	
Profession (Apothecary)	WIS	5	= 1	+	+	4.0
Profession (Herbalist)	WIS	12	= 1	+	+	11.0
✓ Ride	DEX	5	= 3	+	+	2.0
✓ Search	INT	1	= 1	+	+	
✓ Sense Motive	WIS	1	= 1	+	+	
Spellcraft	INT	20	= 1	+	+	17.0
✓ Spot	WIS	5	= 1	+	+	4
✓ Survival	WIS	1	= 1	+	+	
✓ Swim	STR	10	= -3	+	+	5.0
Use Magic Device	CHA	-2	= -4	+	+	2.0
✓ Use Rope	DEX	3	= 3	+	+	
			=	+	+	
			=	+	+	

✓: can be used untrained. X: exclusive skills

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

WEIGHT ALLOWANCE					
Light	6	Medium	13	Heavy	20
Lift over head	20	Lift off ground	40	Push / Drag	100

SPECIAL ABILITIES	
Deliver touch spells	
Empathic Link	
Improved Evasion (Ex)	
Poison (Ex) ~ 1d6 CON damage ~ DC 10	
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

LANGUAGES

TEMPLATES
Saddle on Mount