

cat - Familiar of Nuane

Character Name

Animal 1

CLASS

1 (1/4)

Character Level (CR)

0 / 1300

EXP/NEXT LEVEL

Player Name

Familiar Cat / Animal/Magical Beast

RACE

0

Male

AGE

GENDER

Deity

Tiny / 2.5 ft.

SIZE / FACE

None

Region

0' 0" / 0 lbs.

HEIGHT / WEIGHT

None

Alignment

Low-Light Vision

VISION

EYES

HAIR

Points

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

3

-4

3

-4

HP

42

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

DEX

15

+2

15

+2

AC

15

13

14

10

0

0

0

2

2

1

0

0

0

0

0

0

0

0

0

0

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLEC-TION

DODGE

Morale

Insight

Sacred

Profane

MISC

CON

8

-1

8

-1

INITIATIVE

+2

+2

+0

0

+0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

TOTAL

DEX MODIFIER

MISC MODIFIER

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

INT

6

-2

6

-2

Encumbrance

Light

WIS

12

+1

12

+1

CHA

7

-2

7

-2

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

+5

+6

-1

+0

+0

+0

REFLEX

+12

+10

+2

+0

+0

+0

WILL

+9

+8

+1

+0

+0

+0

MELEE

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

+7/+2

+9/+4

-4

+2

+0

0

RANGED

+13/+8

+9/+4

+2

+2

+0

0

CMB

+9/+4

+9/+4

+2

-2

GRAPPLE

TRIP

DISARM

SUNDER

BULL RUSH

OVERRRUN

CMB

+9/+4

+9/+4

+9/+4

+9/+4

+9

+9

CMD

15

19

15

15

15

15

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

(nonlethal only)

+9/+4

1d2-4

20/x2

0 ft.

*Bite

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

BPS

T

20/x2

0 ft.

TOTAL ATTACK BONUS

DAMAGE

+13

1d3-4

*Claw

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

BS

T

20/x2

0 ft.

TOTAL ATTACK BONUS

DAMAGE

+13/+13

1d2-4

TOTAL SKILLPOINTS: 174

SKILLS

MAX RANKS: 1/1

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

✓ Acrobatics

DEX

19

= 2 + 14 + 3

✓ Appraise

INT

9

= -2 + 11

✓ Bluff

CHA

-2

= -2

✓ Climb

STR

29

= -4 + 14 + 19

✓ Craft (Untrained)

INT

-2

= -2

✓ Diplomacy

CHA

-1

= -2 + 1

Disable Device

DEX

16

= 2 + 14

✓ Disguise

CHA

8

= -2 + 10

✓ Escape Artist

DEX

16

= 2 + 14

✓ Fly

DEX

12

= 2 + 3 + 7

✓ Heal

WIS

1

= 1

✓ Intimidate

CHA

-2

= -2

Knowledge (Arcana)

INT

1

= -2 + 3

Knowledge (Dungeoneering)

INT

0

= -2 + 2

Knowledge (Engineering)

INT

-1

= -2 + 1

Knowledge (Geography)

INT

-1

= -2 + 1

Knowledge (History)

INT

-1

= -2 + 1

Knowledge (Nobility)

INT

-1

= -2 + 1

Knowledge (Planes)

INT

2

= -2 + 4

Linguistics (Aquan, Celestial, Draconic, Dwarven, Gnome, Orc, Undercommon)

INT

5

= -2 + 7

✓ Perception

WIS

18

= 1 + 14 + 3

✓ Perform (Untrained)

CHA

-2

= -2

Perform (Wind Instruments)

CHA

0

= -2 + 2

✓ Ride

DEX

5

= 2 + 3

✓ Sense Motive

WIS

5

= 1 + 4

Sleight of Hand

DEX

9

= 2 + 7

Spellcraft

INT

12

= -2 + 14

✓ Stealth

DEX

31

= 2 + 14 + 15

✓ Survival

WIS

1

= 1

✓ Swim

STR

6

= -4 + 1 + 9

Use Magic Device

CHA

12

= -2 + 14

= + +

= + +

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

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

WEIGHT ALLOWANCE					
Light	7	Medium	15	Heavy	22
Lift over head	22	Lift off ground	45	Push / Drag	112

MONEY				
Total= 0 gp				

MAGIC				
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Languages				
Aquan, Celestial, Draconic, Dwarven, Gnome, Orc, Undercommon				

Other Companions				
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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.	
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.	
Scent (Ex)	[Paizo Inc. - Bestiary, p.304]
You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors just as humans do familiar sights. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When you detect a scent, the exact location of the source is not revealed—only its presence somewhere within range. You can take a move action to note the direction of the scent. When you are within 5 feet of the source, you pinpoint the source's location. You can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. When tracking by scent you ignore the effects of surface conditions and poor visibility.	
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.	

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, Claw				

cat- Familiar of Nuane

Familiar Cat

RACE	0
AGE	
Male	
GENDER	
Low-Light Vision	
VISION	None
ALIGNMENT	
Right	
DOMINANT HAND	
0' 0"	
HEIGHT	0 lbs.
WEIGHT	
EYE COLOUR	
SKIN COLOUR	
'	
HAIR / HAIR STYLE	
PHOBIAS	
'	
PERSONALITY TRAITS	
INTERESTS	
'	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	
None	
REGION	
DEITY	
Animal/Magical Beast	
Race Type	
Race Sub Type	

Description:
Biography: