



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

WEIGHT ALLOWANCE				
Light 3	Medium 6	Heavy 10		
Lift over head 10	Lift off ground 20	Push / Drag 50		

LANGUAGES
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Special Qualities	
<b>Animal Traits (Ex)</b> Animals breathe, eat, and sleep.	[PFB, p.307]
<b>Deliver Touch Spells (Su)</b> A familiar can deliver touch spells for the master.	[PFCR, p.83]
<b>Empathic Link (Su)</b> The master has an empathic link with his familiar.	[PFCR, p.83]
<b>Improved Evasion (Ex)</b> You can avoid damage from many area-effect attacks.	[PFCR]
<b>Share Spells (Ex)</b> The master may cast a spell with a target of "You" on her animal companion instead of on herself.	[PFCR, p.52]
<b>Speak One Language (Su)</b> A raven familiar can speak one language of its master's choice as a supernatural ability.	[PFCR, p.82]
<b>Speak with Master (Ex)</b> A familiar and the master can communicate verbally as if they were using a common language.	[PFCR, p.83]

Feats	
<b>Weapon Finesse</b> You are trained in using your agility in melee combat, as opposed to brute strength.	[PFCR, p.136]

PROFICIENCIES	
Bite	

TEMPLATES
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## Notes:

### Character Sheet Notes:

#### Hidden:

#Character Sheet Plugin Properties

#Sun Nov 27 19:52:59 CST 2011

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cs.CombatPane1.subdualTb=