

cat - Familiar of Nuane

CHARACTER NAME	PLAYER NAME	DEITY	None	REGION	Neutral
Animal 1	Cat	Tiny / 2 ft.	0' 4"	5 lbs.	Low-light
CLASS	RACE	SIZE / FACE	HEIGHT	WEIGHT	VISION
1 / CR=1/4	2	Male	green	black	3
Character Level / CR	AGE	GENDER	EYES	HAIR	POINTS
0 / 1300					
EXP / NEXT LEVEL					

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	3		-4		
DEX Dexterity	15		+2		
CON Constitution	8		-1		
INT Intelligence	6		-2		
WIS Wisdom	12		+1		
CHA Charisma	7		-2		

HP hit points	21	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED						
AC armor class	15	13	14	10	0	0	2	2	1	0	0	0	0	0	0	0	0	0	0	0
	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST				

INITIATIVE modifier	+2	+2	+0
TOTAL		DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+4		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+1	+2	-1	+0	+0	+0		
REFLEX (dexterity)	+7	+5	+2	+0	+0	+0		
WILL (wisdom)	+5	+4	+1	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+2	+4	-4	+2	+0	+0	
RANGED attack bonus	+8	+4	+2	+2	+0	+0	
CMB attack bonus	+4	+4	+2	+0	-2		

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRUN
Offense	+4	+4	+4	+4	+4	+4
Defense	10	14	10	10	10	10

*Bite	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	BPS	T	20/x2	0 ft.
TOTAL ATTACK BONUS	+8				
DAMAGE	1d3-4				
Special Properties					

*Claw	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	PS	T	20/x2	0 ft.
TOTAL ATTACK BONUS	+8/+8				
DAMAGE	1d2-4				
Special Properties					

*: 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

TOTAL SKILLPOINTS: 92		SKILLS			
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS: 1/1	RANKS
✓ Acrobatics	DEX	12	= 2 + 7 + 3		
✓ Appraise	INT	5	= -2 + 7		
✓ Bluff	CHA	-1	= -2 + 1		
✓ Climb	STR	16	= -4 + 7 + 13		
✓ Craft (Untrained)	INT	-2	= -2		
✓ Diplomacy	CHA	-1	= -2 + 1		
✓ Disable Device	DEX	9	= 2 + 7		
✓ Disguise	CHA	0	= -2 + 2		
✓ Escape Artist	DEX	13	= 2 + 11		
✓ Fly	DEX	6	= 2 + 4		
✓ Heal	WIS	1	= 1		
✓ Intimidate	CHA	-2	= -2		
Knowledge (Arcana)	INT	1	= -2 + 3		
Knowledge (Dungeoneering)	INT	0	= -2 + 2		
Knowledge (Planes)	INT	1	= -2 + 3		
✓ Perception	WIS	11	= 1 + 7 + 3		
✓ Perform (Untrained)	CHA	-2	= -2		
✓ Perform (Wind Instruments)	CHA	-1	= -2 + 1		
✓ Ride	DEX	2	= 2		
✓ Sense Motive	WIS	3	= 1 + 2		
✓ Sleight of Hand	DEX	9	= 2 + 7		
✓ Spellcraft	INT	8	= -2 + 10		
✓ Stealth	DEX	24	= 2 + 7 + 15		
✓ Survival	WIS	1	= 1		
✓ Swim	STR	2	= -4 + 6		
✓ Use Magic Device	CHA	5	= -2 + 7		
			= + +		
			= + +		

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

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

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

LANGUAGES

Special Qualities	
Empathic Link (Su) The master has an empathic link with his familiar.	[PFCR, p.83]
Improved Evasion (Ex) You can avoid damage from many area-effect attacks.	[PFCR]
Scent (Ex) You can detect approaching enemies, sniff out hidden foes, and track by sense of smell.	[PFB, p.304]
Share Spells (Ex) The master may cast a spell with a target of "You" on her animal companion instead of on herself.	[PFCR, p.52]

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

PROFICIENCIES	
Bite, Claw	

Notes:

Character Sheet Notes:

Hidden:

#Character Sheet Plugin Properties

#Sun Apr 29 20:11:04 CDT 2012

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