

Occolo - Familiar of Urdos Thunderhammer

NAME
Mag1 0
 CLASS EXPERIENCE
 1 1000
 Character Level NEXT LEVEL

Stijn

PLAYERNAME
 Owl Tiny
 RACE SIZE
 0 Male
 AGE GENDER

DEITY
 0' 0" 0 lbs.
 HEIGHT WEIGHT
 EYES HAIR

Chaotic Good
 ALIGNMENT
 Low-light, Normal
 VISION
 0
 POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	4	-3	4	-3	4	-3
DEX Dexterity	16	+3	16	+3	16	+3
CON Constitution	10	+0	10	+0	10	+0
INT Intelligence	6	-2	6	-2	6	-2
WIS Wisdom	14	+2	14	+2	14	+2
CHA Charisma	4	-3	4	-3	4	-3

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION
18			

AC	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE
18	15	15	10	0	0	3	2	3	0		

INITIATIVE	TOTAL	DEX MODIFIER	MISC MODIFIER
+3	+3	+0	

BASE ATTACK	bonus
+4	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+4	+4	+0	+0	+0	+0		
REFLEX (dexterity)	+5	+2	+3	+0	+0	+0		
WILL (wisdom)	+5	+3	+2	+0	+0	+0		

MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
+3	+4	-3	+2	+0	+0		
RANGED	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
+9	+4	+3	+2	+0	+0		
GRAPPLE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
-7	+4	-3	-8	+0	+0		

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+5	1d2-3	20/x2

Talons	CURRENT HAND	TYPE	SIZE	CRITICAL
	Carried	PS	T	20/x2
TOTAL ATTACK BONUS	+9	DAMAGE	1d4-3	

Special Properties	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	4/2 MISC MODIFIER
✓ Appraise	INT	-2	= -2	+	+
✓ Balance	DEX	5	= 3	+ 2.0	+
✓ Bluff	CHA	-3	= -3	+	+
✓ Climb	STR	-3	= -3	+	+
✓ Concentration	CON	3	= 0	+ 3.0	+
✓ Craft (Bowmaking)	INT	-1	= -2	+ 1.0	+
✓ Craft (Untrained)	INT	-2	= -2	+	+
✓ Diplomacy	CHA	-3	= -3	+	+
✓ Disguise	CHA	-3	= -3	+	+
✓ Escape Artist	DEX	3	= 3	+	+
✓ Forgery	INT	-2	= -2	+	+
✓ Gather Information	CHA	-3	= -3	+	+
✓ Handle Animal	CHA	0	= -3	+ 3.0	+
✓ Heal	WIS	2	= 2	+	+
✓ Hide	DEX	11	= 3	+	+ 8
✓ Intimidate	CHA	-3	= -3	+	+
✓ Jump	STR	-15	= -3	+	+ -12
✓ Listen	WIS	13	= 2	+ 3.0	+ 8
✓ Move Silently	DEX	18	= 3	+ 1.0	+ 14
✓ Ride	DEX	6	= 3	+ 3.0	+
✓ Search	INT	-2	= -2	+	+
✓ Sense Motive	WIS	2	= 2	+	+
✓ Spellcraft	INT	0	= -2	+ 2.0	+
✓ Spot	WIS	5	= 2	+ 3.0	+
✓ Survival	WIS	5	= 2	+ 3.0	+
✓ Swim	STR	-3	= -3	+	+
✓ Use Magic Device	CHA	-2	= -3	+ 1.0	+
✓ Use Rope	DEX	3	= 3	+	+
			=	+	+
			=	+	+

✓ : can be used untrained. ✗ : exclusive skills

EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
Talons	Backpack	1	0.0	0.0
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	0.0 gp

WEIGHT ALLOWANCE

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

SPECIAL ABILITIES

Empathic Link
Improved Evasion (Ex)
Share Spells

FEATS

Track	To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.
Weapon Finesse	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

Talons

LANGUAGES

Notes:

Character Sheet Notes: