

# Neko - Familiar of Kiro

Chaotic Good

NAME Ani1	0	PLAYERNAME Cat	Tiny	DEITY 0' 0"	0 lbs.	ALIGNMENT Low-light
CLASS 1	EXPERIENCE 2000	RACE 0	SIZE Male	HEIGHT	WEIGHT	VISION 3
Character Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	3	-4	3	-4	3	-4
<b>DEX</b> Dexterity	15	+2	15	+2	15	+2
<b>CON</b> Constitution	8	-1	8	-1	8	-1
<b>INT</b> Intelligence	6	-2	6	-2	6	-2
<b>WIS</b> Wisdom	12	+1	12	+1	12	+1
<b>CHA</b> Charisma	7	-2	7	-2	7	-2

<b>HP</b> hit points	10	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	Walk 30 ft.
<b>AC</b> armor class	15	TOTAL	13	FLAT	14	TOUCH	10	BASE	0
				ARMOR BONUS	0	SHIELD BONUS	0	STAT	2
				SIZE	2	NATURAL ARMOR	1	DEFLEC-TION	0
				MISC	0	MISC	0	MISS CHANCE	0
								ARCANE SPELL FAILURE	0
								ARMOR CHECK PENALTY	+0
								SPELL RESIST	0

<b>INITIATIVE</b> modifier	+2	TOTAL	+2	DEX MODIFIER	+0	MISC MODIFIER	+0
<b>BASE ATTACK</b> bonus	+1						

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+1	+2	-1	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+4	+2	+2	+0	+0	+0		
<b>WILL</b> (wisdom)	+3	+2	+1	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	-1	+1	-4	+2	+0	+0	
<b>RANGED</b> attack bonus	+5	+1	+2	+2	+0	+0	
<b>CMB</b> attack bonus	+1	+1	+2	+0	-2		

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH/OVERRUN
<b>Offense</b>	+1	+1	+1	+1	+1
<b>Defense</b>	7	11	7	7	7

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+1	1d2-4	20/x2	0 ft.

*Bite	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	BPS	T	20/x2	0 ft.
TOTAL ATTACK BONUS	DAMAGE				
+5	1d3-4				
Special Properties					

*Claw	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	PS	T	20/x2	0 ft.
TOTAL ATTACK BONUS	DAMAGE				
+5/+5	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
-------	------	----	--------	-------	---------------

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS	1/1	
				ABILITY RANKS	MISC MODIFIER
✓ Acrobatics	DEX	2	= 2	+	+
✓ Appraise	INT	-2	= -2	+	+
✓ Bluff	CHA	-2	= -2	+	+
✓ Climb	STR	10	= -4 + 1.0 + 13		
✓ Craft (Untrained)	INT	-2	= -2	+	+
✓ Diplomacy	CHA	-2	= -2	+	+
✓ Disguise	CHA	-2	= -2	+	+
✓ Escape Artist	DEX	2	= 2	+	+
✓ Fly	DEX	6	= 2	+	4
✓ Handle Animal	CHA	-1	= -2 + 1.0 +		
✓ Heal	WIS	2	= 1 + 1.0 +		
✓ Intimidate	CHA	-2	= -2	+	+
✓ Knowledge (Nature)	INT	0	= -2 + 2.0 +		
✓ Perception	WIS	6	= 1 + 2.0 + 3		
✓ Perform (Untrained)	CHA	-2	= -2	+	+
✓ Ride	DEX	2	= 2	+	+
✓ Sense Motive	WIS	2	= 1 + 1.0 +		
✓ Stealth	DEX	19	= 2 + 2.0 + 15		
✓ Survival	WIS	3	= 1 + 2.0 +		
✓ Swim	STR	6	= -4 + 1.0 + 9		
			= +	+	+
			= +	+	+

✓: 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

Special Qualities	
<b>Empathic Link (Su)</b>	<b>[Paizo Publishing - Core Rulebook, p.83]</b>
<p>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.</p>	
<b>Improved Evasion (Ex)</b>	<b>[Paizo Publishing - Core Rulebook]</b>
<p>You can avoid damage from many area-effect attacks. If you make a successful Reflex save against an attack that normally deals half damage on a successful save, you instead take no damage, and even on a failed saving throw you take only half damage. If you are helpless, you do not gain the benefit of improved evasion.</p>	
<b>Scent (Ex)</b>	<b>[Paizo Publishing - Bestiary, p.304]</b>
<p>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.</p>	
<b>Share Spells (Ex)</b>	<b>[Paizo Publishing - Core Rulebook, p.52]</b>
<p>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.</p>	

Feats	
<b>Weapon Finesse</b>	<b>[Paizo Publishing - Core Rulebook, p.136]</b>
<p>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.</p>	

PROFICIENCIES
Bite, Claw

LANGUAGES

TEMPLATES