

Happy, Isabelle's Familiar
 CHARACTER: Anna
 Faerie Dragon (Bestiary 3-91) Tiny
 RACE & LA: Chaotic Good
 AGE: DEITY: HOMELAND & BACKGROUND OCCUPATION:
 LANGUAGES: Common, Draconic, Elven, Sylvan, Telepathy to 100'



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	9	-1	9			
DEX	17	3	17			
CON	13	1	13			
INT	16	3	16			
WIS	14	2	14			
CHA	16	3	16			

HITPOINTS		
CURRENT HP	HP GAINED	HD
22	22	5
NONLETHAL HP DAM		
TEMPORARY HP		
TOTAL HP	22	FAVORED CLASS

CLASS RECORDER									
CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS		
Familiar	3			4	6	5	6		
TOTALS	3	0	0	4	6	5	6		

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	21	-10+	0	0	3	2	3	3		
TOUCH	18	-10+			3	2	3			
FLAT-FOOT	15	-10+	0	0	0	2	3			

SKILLS						RANKS TOTAL	93
	TOTAL	RANKS	ABILITY	TRAINED	MISC		
<input checked="" type="checkbox"/> ACROBATICS	DEX 8	2	3	3			
<input type="checkbox"/> APPRAISE	INT 6	3	3				
<input checked="" type="checkbox"/> BLUFF	CHA 9	3	3	3			
<input type="checkbox"/> CLIMB	STR -1		-1				
<input type="checkbox"/> CRAFT	INT 9	6	3				
<input checked="" type="checkbox"/> DIPLOMACY	CHA 9	3	3	3			
<input type="checkbox"/> DISABLE DEVICE	DEX		3				
<input type="checkbox"/> DISGUISE	CHA 3		3				
<input type="checkbox"/> ESCAPE ARTIST	DEX 3		3				
<input checked="" type="checkbox"/> FLY	DEX 23	17	3	3			
<input type="checkbox"/> HANDLE ANIMAL	CHA		3				
<input type="checkbox"/> HEAL	WIS 2		2				
<input type="checkbox"/> INTIMIDATE	CHA 3		3				
<input type="checkbox"/> KN: (all)	INT 9	6	3				
<input type="checkbox"/> KN:	INT		3				
<input type="checkbox"/> KN:	INT		3				
<input type="checkbox"/> KN:	INT		3				
<input type="checkbox"/> KN:	INT		3				
<input type="checkbox"/> KN:	INT		3				
<input type="checkbox"/> LINGUISTICS	INT		3				
<input checked="" type="checkbox"/> PERCEPTION	WIS 11	6	2	3			
<input type="checkbox"/> PERFORM	CHA 3		3				
<input type="checkbox"/> PROF:	WIS 8	6	2				
<input type="checkbox"/> RIDE	DEX 3		3				
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS 8	3	2	3			
<input type="checkbox"/> SLEIGHT OF HAND	DEX		3				
<input type="checkbox"/> SPELLCRAFT	INT 9	6	3				
<input checked="" type="checkbox"/> STEALTH	DEX 17	11	3	3			
<input type="checkbox"/> SURVIVAL	WIS 2		2				
<input checked="" type="checkbox"/> SWIM	STR 17	15	-1	3			
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA 12	6	3	3			
<input type="checkbox"/>	STR						
<input type="checkbox"/>	STR						
<input type="checkbox"/>	STR						
<input type="checkbox"/>	STR						
<input type="checkbox"/>	STR						

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	5	4	1			
REF	9	6	3			
WILL	7	5	2			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	4	3		-1	2	
RANGED	8	3		3	2	
CMB	4	3	STR	-1	2	
CMD	20	-10+	B3B	3	2	2

FEATS & FEATURES
 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Faerie Dragon (Bestiary 3-91)	Familiar Rules (Core Rulebook-82)
darkvision 60', low-light vision	HD: use master's level
feats: acrobatics & dodge	hit points: half of masters
Greater invisibility (Sp) (self only) (CL: 3) 3/day	Master gains +3 bonus on fly checks
Spells:	attack: use master's BAB
1st (6/day) grease, silent image, sleep	saves: use better of base animal or master
0th (at will) dancing lights, flare, ghost sound, mage hand, open/close	skills: use better of base animal or master
Breath weapon	Natural Armor +3; Int: better of base animal or 8
5-foot cone of euphoria for 1d6 rounds	Alertness: Master gains alertness feat when next to familiar
DC 12 fortitude negates, 1/1d4 rounds	Improved Evasion: 0 instead of 1/2 damage on reflex save
	Share spells: Cast "you" spells on familiar
	Empathic Link: share emotions up to 1 mile
	Deliver Touch spells: familiar can deliver
	Speak with master: Familiar & Master speak

MARK A TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS. * SKILL CAN BE USED UNTRAINED * ARMOR CHECK PENALTY APPLIES

EXPERIENCE SLOW MEDIUM FAST

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	10	60	30		
INIT	3	=	3	DEX MOD	+ MISC MOD
HERO					
SR	13				
DR					
RESISTANCES	immune paralysis & sleep				
POOL POINTS					

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR						
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
bite	+4	1d3-1					