

Crow

N, Tiny, Animal, Minion

Ancestry: Raven

Alignment: Neutral Neutral

Speed: 25 ft., Fly Speed 25 ft.

Hit Points

10

<input type="checkbox"/>	PERCEPTION	+4_U	= +2 _{Base} +2 _{Wis} +0 _{Misc}
<input type="checkbox"/>	FORTITUDE	+7_E	= +6 _{Base} +1 _{Con} +0 _{Misc}
<input type="checkbox"/>	REFLEX	+6_T	= +4 _{Base} +2 _{Dex} +0 _{Misc}
<input type="checkbox"/>	WILL	+6_E	= +6 _{Base} +0 _{Wis} +0 _{Misc}
<input type="checkbox"/>	AC	19	= +14 _{Base} +2 _{Dex} +3 _{Misc}

Unarmored defense (Untrained)

AC: +0, Max Dex: -, Armor Check: -, Speed: -

Special Abilities

Low-Light Vision

See in dim light as if it were normal light.

Valet

Familiar can Interact to hand you light or negligible bulk item you are wearing.

Gear (Encum: 3 bulk, Over: 5 bulk)

Total Bulk Carried: 0, Unencumbered

Money -

Wealth

Current Cash: **You have no money!**



Skills

<input type="checkbox"/>	+4_U	Acrobatics	<small>Dex</small>
<input type="checkbox"/>	+2_U	Arcana	<small>Int</small>
<input type="checkbox"/>	+2_U	Athletics	<small>Str</small>
<input type="checkbox"/>	+2_U	Crafting	<small>Int</small>
<input type="checkbox"/>	+2_U	Deception	<small>Cha</small>
<input type="checkbox"/>	+2_U	Diplomacy	<small>Cha</small>
<input type="checkbox"/>	+2_U	Intimidation	<small>Cha</small>
<input type="checkbox"/>	+2_U	Medicine	<small>Wis</small>
<input type="checkbox"/>	+2_U	Nature	<small>Wis</small>
<input type="checkbox"/>	+2_U	Occultism	<small>Int</small>
<input type="checkbox"/>	+2_U	Performance	<small>Cha</small>
<input type="checkbox"/>	+2_U	Religion	<small>Wis</small>
<input type="checkbox"/>	+2_U	Society	<small>Int</small>
<input type="checkbox"/>	+4_U	Stealth	<small>Dex</small>
<input type="checkbox"/>	+2_U	Survival	<small>Wis</small>
<input type="checkbox"/>	+2_U	Thievery	<small>Dex</small>

Personal Details

Low-Light Vision (Companion)

The creature can see in dim light as though it were bright light, so it ignores the concealed condition due to dim light.

Valet (Familiar Abilities)

You can command your familiar to deliver you items more efficiently. Your familiar doesn't use its 2 actions immediately upon your command. Instead, up to twice before the end of your turn, you can have your familiar Interact to retrieve an item of light or negligible Bulk you are wearing and place it into one of your free hands. The familiar can't use this ability to retrieve stowed items. If the familiar has a different number of actions, it can retrieve one item for each action it has when commanded this way.

Appears In: Advanced Player's Guide

Nothing to print!

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