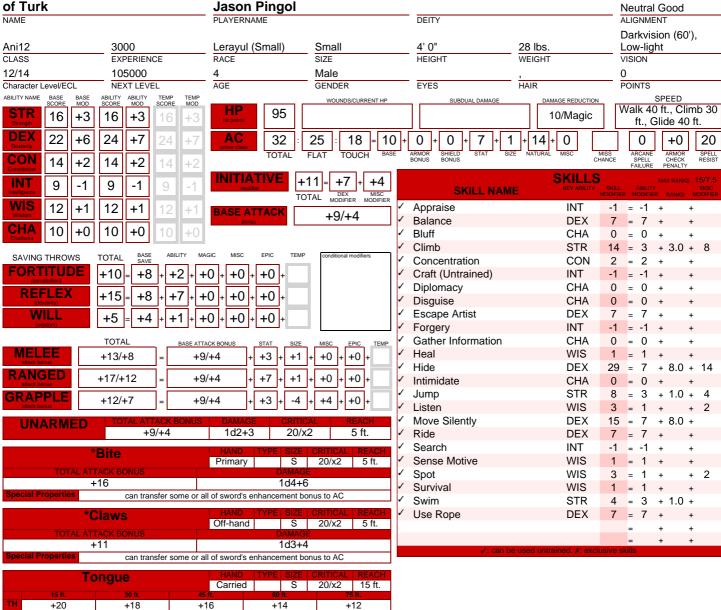
# S27 - Fluxx (10) - Special Mount of Turk



1d4+6

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.

1d4+6

1d4+6

ARMOR TYPE AC MAYNEY CHECK SPELL FAILURE

can transfer some or all of sword's enhancement bonus to AC

1d4+6

1d4+6

EQUIPMENT						
ITEM	LOCATION	QTY	WT	COST		
Amulet of the Saddle	Equipped	1	0.0	0.0		
Anklets of Dexterity +2	Equipped	1	0.0	0.0		
Fluxx's Saddle	Equipped	1	0.0	0.0		
Bite can transfer some or all of sword's enhancement bonus to AC	Equipped	1	0.0	2000.0		
Claws can transfer some or all of sword's enhancement bonus to AC	Equipped	1	0.0	2000.0		
Tongue can transfer some or all of sword's enhancement bonus to AC	Carried	1	0.0	2000.0		
TOTAL WEIGHT CARRIED/VA	LUE		0 lbs.	6000.0 gp		

WEIGHT ALLOWANCE					
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150

# Animal Traits

Cast beneficial touch spells

Empathic Link

Energy Resistance Acid/Cold/Electricity 10

Improved Evasion (Ex)

Improved Grab (Ex): To use this ability, a lerayul must hit with its tongue attack. It can than attempt to start a grapple as a free action without provoking an attack of

Improved Speed (Ex)

Natural camouflage (Ex): A lerayul has the ability to quickly shift coloration of its skin, allowing it to blend in with any background. The ability grants a lerayul concealment (20% miss chance) from any ranged attacks that target it. In addition, the lerayul can always take 10 on Hide checks.

Pounce (Ex): If a lerayul charges a foe, it can make a full attack.

Scent (Ex): Detect opponents by smell within 30 ft.

Share saving throws

Share spells

Smite Evil (Su) ~ 1/day - One attack adds +0 (Charisma bonus) to hit and deals +0 (1 point of damage for each level)

	FEATS
Extended Reach	Extend reach by one flexible appendage by 5 ft.
Hands as Weapons	Hands can hold magical weapon abilities
Improved Grapple	You do not provoke an attack of opportunity when you make a touch attack to start a grapple. You also gain a +4 bonus on all grapple checks, regardless of whether you started the grapple.
Improved Unarmed Strike	You are considered to be armed even when unarmed. However, you still get an attack of opportunity against any opponent who makes an unarmed attack on you. In addition, your unarmed strikes can deal lethal or nonlethal damage, at your option.
Speed Burst	You can take an extra move action 6 times per day
Alertness	+2 bonus on Listen and Spot checks.
Improved Initiative	+4 bonus on initiative checks.

	TEMPLATES	
Celestial		
Truename		

Notes:
Character Sheet Notes: