

A01 - Fluxx (12) - Special Mount of Turk

NAME

Jason Pingol

DEITY

Neutral Good

CLASS

3000

RACE

Small

HEIGHT

4' 0"

WEIGHT

28 lbs.

VISION

Darkvision (60'), Low-light

12/14

EXPERIENCE

105000

4

Male

,

0

POINTS

Character Level/ECL

NEXT LEVEL

AGE

GENDER

EYES

HAIR

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED												
STR Strength	16	+3	16	+3	16	+3	HP hit points	95									10/Magic				Walk 40 ft., Climb 30 ft., Glide 40 ft.										
DEX Dexterity	22	+6	24	+7	24	+7	AC armor class	32	:	25	:	18	:	10	+	0	+	0	+	7	+	1	+	14	+	0		MISS CHANCE	0	+0	20
CON Constitution	14	+2	14	+2	14	+2	TOTAL				FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC					ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST					
INT Intelligence	9	-1	9	-1	9	-1	INITIATIVE				+11				=	+7	+	+4													
WIS Wisdom	12	+1	12	+1	12	+1	TOTAL				DEX MODIFIER				MISC MODIFIER																
CHA Charisma	10	+0	10	+0	10	+0	BASE ATTACK				bonus				+9/+4																

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers						
FORTITUDE (constitution)	+10	=	+8	+	+2	+	+0	+	+0	+	+0	+		
REFLEX (dexterity)	+15	=	+8	+	+7	+	+0	+	+0	+	+0	+		
WILL (wisdom)	+5	=	+4	+	+1	+	+0	+	+0	+	+0	+		

TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP							
MELEE attack bonus	+13/+8	=	+9/+4	+	+3	+	+1	+	+0	+	+0	+	
RANGED attack bonus	+17/+12	=	+9/+4	+	+7	+	+1	+	+0	+	+0	+	
GRAPPLE attack bonus	+12/+7	=	+9/+4	+	+3	+	-4	+	+4	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+9/+4	1d2+3	20/x2	5 ft.

*Bite	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary		S	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+16		1d4+6			
Special Properties	can transfer some or all of sword's enhancement bonus to AC				

*Claws	HAND	TYPE	SIZE	CRITICAL	REACH
	Off-hand		S	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+11		1d3+4			
Special Properties	can transfer some or all of sword's enhancement bonus to AC				

Tongue		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried		S	20/x2	15 ft.
	15 ft.	30 ft.	45 ft.	60 ft.	75 ft.	
TH	+20	+18	+16	+14	+12	
Dam	1d4+6	1d4+6	1d4+6	1d4+6	1d4+6	
Special Properties	can transfer some or all of sword's enhancement bonus to AC					

*: 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
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SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	15/7.5
					RANKS	MISC MODIFIER
✓ Appraise		INT	-1	= -1	+	+
✓ Balance		DEX	7	= 7	+	+
✓ Bluff		CHA	0	= 0	+	+
✓ Climb		STR	14	= 3	+ 3.0	+ 8
✓ Concentration		CON	2	= 2	+	+
✓ Craft (Untrained)		INT	-1	= -1	+	+
✓ Diplomacy		CHA	0	= 0	+	+
✓ Disguise		CHA	0	= 0	+	+
✓ Escape Artist		DEX	7	= 7	+	+
✓ Forgery		INT	-1	= -1	+	+
✓ Gather Information		CHA	0	= 0	+	+
✓ Heal		WIS	1	= 1	+	+
✓ Hide		DEX	29	= 7	+ 8.0	+ 14
✓ Intimidate		CHA	0	= 0	+	+
✓ Jump		STR	8	= 3	+ 1.0	+ 4
✓ Listen		WIS	5	= 1	+ 2.0	+ 2
✓ Move Silently		DEX	15	= 7	+ 8.0	+
✓ Ride		DEX	7	= 7	+	+
✓ Search		INT	-1	= -1	+	+
✓ Sense Motive		WIS	1	= 1	+	+
✓ Spot		WIS	5	= 1	+ 2.0	+ 2
✓ Survival		WIS	1	= 1	+	+
✓ Swim		STR	4	= 3	+ 1.0	+
✓ Use Rope		DEX	7	= 7	+	+
				=	+	+
				=	+	+
✓: can be used untrained. X: exclusive skills						

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	30.0	30.0	
Bite	Equipped	1	0.0	0.0	
can transfer some or all of sword's enhancement bonus to AC					
Claws	Equipped	1	0.0	0.0	
can transfer some or all of sword's enhancement bonus to AC					
Tongue	Carried	1	0.0	0.0	
can transfer some or all of sword's enhancement bonus to AC					
TOTAL WEIGHT CARRIED/VALUE			30 lbs. 30.0 gp		

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

SPECIAL ABILITIES	
Cast beneficial touch spells	
Empathic Link	
Improved Evasion (Ex)	
Improved Speed (Ex)	
Share saving throws	
Share spells	

SPECIAL ATTACKS	
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 opportunity.	
Pounce (Ex)	
When you make a charge, you can follow with a full attack.	
Smite Evil (Su)	
1/day - One attack adds +0 (Charisma bonus) to hit and deals +0 (1 point of damage for each level)	

SPECIAL QUALITIES	
Animal Traits	
Animals eat/sleep/breathe	
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.	
Scent (Ex)	
Resistance To Acid (Ex)	
You may ignore 10 points of Acid damage each time you take Acid damage	
Resistance To Cold (Ex)	
You may ignore 10 points of Cold damage each time you take Cold damage	
Resistance To Electricity (Ex)	
You may ignore 10 points of Electricity damage each time you take Electricity damage	

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	You get a +2 bonus on all Listen checks and Spot checks.
Improved Initiative	You get a +4 bonus on initiative checks.

PROFICIENCIES	
Bite, Claws, Lerayul Tongue	

LANGUAGES	
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TEMPLATES	
Celestial	
Truename	