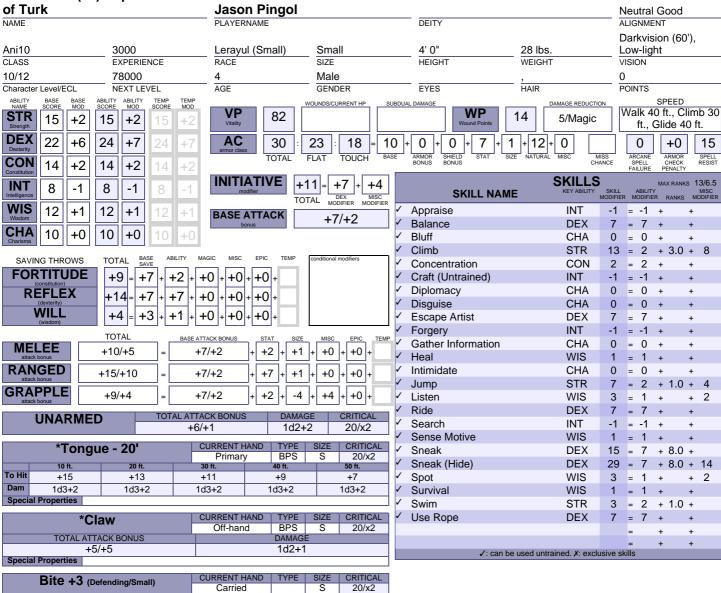
S27 - Fluxx (10) - Special Mount



weapon is equipped

Special Properties

TOTAL ATTACK BONUS +13/+8

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 MAXDEX CHECK SPELL FAILURE

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

1d4+5

Bite	CURRENT HAND TYPE SIZE CRITIC			CRITICAL
Ditto	Carried	PS	S	20/x2
TOTAL ATTACK BONUS	DAMAGE			
+10	1d3+2			
Special Properties				

EQUIPMENT						
ITEM	LOCATION	QTY	WT	COST		
Tongue - 20'	Equipped	1	0.0	0.0		
Saddle (Exotic Riding/Small) Molded Saddle for Kercpa, (Saddle (Exotic Riding/Small))	Equipped	1	7.5	30.0		
Claw	Equipped	1	0.0	0.0		
Bite +3 (Defending/Small) can transfer some or all of sword's enhancement bonus to AC	Carried	1	0.0	32300.0		
Bite	Carried	1	0.0	0.0		
Anklets of Dexterity +2 (Gloves of Dexterity +2)	Equipped	1	0.0	4000.0		
Amulet of the Saddle Creates the Exotic Saddle, (Amulet)	Equipped	1	0.0	0.0		
TOTAL WEIGHT CARRIED/VALUE			7.5 lbs	. 36330.0 gp		

WEIGHT ALLOWANCE						
Light	66	Medium	133	Heavy	200	
Lift over head	200	Lift off ground	400	Push / Drag	1000	

SPECIAL ABILITIES
Animal Traits
Animals eat/sleep/breathe
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 opportunity.

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

	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	Extra move action once per day per two levels
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, Claw, Tongue - 15', Tongue - 20'	

LANGUAGES

	TEMPLATES	
Celestial		
Truename		

Notes:				
Character Sheet Notes:				
Created using BCCon	DOC Character Terraletis I. Francisco	al based on work by BOC Aready Bar	rak Dimrill & Dokka-	D 0