

S27 - Fluxx (10) - Special Mount of Turk

NAME

Ani10

CLASS

10/12

Character Level/ECL

NEXT LEVEL

EXPERIENCE

3000

RACE

Lerayul (Small)

SIZE

Small

AGE

4

GENDER

Male

EYES

HAIR

HEIGHT

4' 0"

WEIGHT

28 lbs.

ALIGNMENT

Neutral Good

VISION

Darkvision (60'), Low-light

POINTS

0

DEITY

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	15	+2	15	+2	15	+2
DEX Dexterity	22	+6	24	+7	24	+7
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	8	-1	8	-1	8	-1
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	10	+0	10	+0	10	+0

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILL
(wisdom)

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

+9

=

+7

+

+2

+

+0

+

+0

+

+0

+

+14

=

+7

+

+7

+

+0

+

+0

+

+0

+

+4

=

+3

+

+1

+

+0

+

+0

+

+0

+

MELEE
attack bonus

RANGED
attack bonus

GRAPPLE
attack bonus

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

+10/+5

=

+7/+2

+

+2

+

+1

+

+0

+

+0

+

+15/+10

=

+7/+2

+

+7

+

+1

+

+0

+

+0

+

+9/+4

=

+7/+2

+

+2

+

-4

+

+4

+

+0

+

UNARMED			TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
			+6/+1		1d2+2		20/x2	
*Tongue - 20'				CURRENT HAND	TYPE	SIZE	CRITICAL	
				Primary	BPS	S	20/x2	
	10 ft.	20 ft.	30 ft.	40 ft.		50 ft.		
To Hit	+15	+13	+11	+9		+7		
Dam	1d3+2	1d3+2	1d3+2	1d3+2		1d3+2		
Special Properties								

*Claw	CURRENT HAND	TYPE	SIZE	CRITICAL
	Off-hand	BPS	S	20/x2
TOTAL ATTACK BONUS	DAMAGE			
+5/+5	1d2+1			
Special Properties				

Bite +3 (Defending/Small)	CURRENT HAND	TYPE	SIZE	CRITICAL
	Carried		S	20/x2
TOTAL ATTACK BONUS	DAMAGE			
+13/+8	1d4+5			
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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Jason Pingol

PLAYERNAME

Jason Pingol

DEITY

WOUNDS/CURRENT HP

82

SUBDUAL DAMAGE

VP
Vitality

82

WP
Wound Points

14

DAMAGE REDUCTION

5/Magic

SPEED

Walk 40 ft., Climb 30 ft., Glide 40 ft.

ARMOR BONUS

10

SHIELD BONUS

0

STAT

7

SIZE

1

NATURAL

12

MISC

0

MISS CHANCE

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESIST

15

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

INITIATIVE

modifier

+11

=

+7

+

+4

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+7/+2

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	13/6.5	MISC MODIFIER
✓ Appraise		INT	-1	= -1	+	+	
✓ Balance		DEX	7	= 7	+	+	
✓ Bluff		CHA	0	= 0	+	+	
✓ Climb		STR	13	= 2	+	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	+	+	
✓ Intimidate		CHA	0	= 0	+	+	
✓ Jump		STR	7	= 2	+	1.0	4
✓ Listen		WIS	3	= 1	+	+	2
✓ Ride		DEX	7	= 7	+	+	
✓ Search		INT	-1	= -1	+	+	
✓ Sense Motive		WIS	1	= 1	+	+	
✓ Sneak		DEX	15	= 7	+	8.0	+
✓ Sneak (Hide)		DEX	29	= 7	+	8.0	14
✓ Spot		WIS	3	= 1	+	+	2
✓ Survival		WIS	1	= 1	+	+	
✓ Swim		STR	3	= 2	+	1.0	+
✓ Use Rope		DEX	7	= 7	+	+	
				=	+	+	
				=	+	+	
✓: can be used untrained. X: exclusive skills							

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PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.
For suggestions please post to pcgen@yahoo.com with "OS Suggestion" in the subject line.

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Bite	CURRENT HAND	TYPE	SIZE	CRITICAL
	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)	Equipped	1	7.5	30.0	
Molded Saddle for Kercpa, (Saddle (Exotic Riding/Small))					
Claw	Equipped	1	0.0	0.0	
Bite +3 (Defending/Small)	Carried	1	0.0	32300.0	
can transfer some or all of sword's enhancement bonus to AC					
Bite	Carried	1	0.0	0.0	
Anklelets of Dexterity +2	Equipped	1	0.0	4000.0	
(Gloves of Dexterity +2)					
Amulet of the Saddle	Equipped	1	0.0	0.0	
Creates the Exotic Saddle, (Amulet)					
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: