

S27 - Fluxx (10) - Special Mount of Turk

NAME

ANi12

CLASS

12/14

Character Level/ECL

3000

EXPERIENCE

105000

NEXT LEVEL

RACE

Lerayul (Small)

SIZE

Small

AGE

4

GENDER

Male

EYES

HAIR

DEITY

HEIGHT

4' 0"

WEIGHT

28 lbs.

ALIGNMENT

Neutral Good

VISION

Darkvision (60'), Low-light

POINTS

0

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

16

+3

16

+3

16

+3

DEX

22

+6

24

+7

24

+7

CON

14

+2

14

+2

14

+2

INT

9

-1

9

-1

9

-1

WIS

12

+1

12

+1

12

+1

CHA

10

+0

10

+0

10

+0

HP

95

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

10/Magic

SPEED

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

AC

32

TOTAL

FLAT

25

TOUCH

18

BASE

10

ARMOR BONUS

0

SHIELD BONUS

0

STAT

7

SIZE

1

NATURAL

14

MISC

0

MISS CHANCE

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESIST

20

INITIATIVE

+11

TOTAL

DEX MODIFIER

+7

MISC MODIFIER

+4

BASE ATTACK

+9/+4

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

+10

=

+8

+

+2

+

+0

+

+0

+

+0

+

REFLEX

+15

=

+8

+

+7

+

+0

+

+0

+

+0

+

WILL

+5

=

+4

+

+1

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

+13/+8

=

+9/+4

+

+3

+

+1

+

+0

+

+0

+

RANGED

+17/+12

=

+9/+4

+

+7

+

+1

+

+0

+

+0

+

GRAPPLE

+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

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	3	= 1	+	+ 2
✓ Move Silently		DEX	15	= 7	+ 8.0	+
✓ Ride		DEX	7	= 7	+	+
✓ Search		INT	-1	= -1	+	+
✓ Sense Motive		WIS	1	= 1	+	+
✓ Spot		WIS	3	= 1	+	+ 2
✓ Survival		WIS	1	= 1	+	+
✓ Swim		STR	4	= 3	+ 1.0	+
✓ Use Rope		DEX	7	= 7	+	+
				=	+	+
				=	+	+

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	Equipped	1	0.0	2000.0	
can transfer some or all of sword's enhancement bonus to AC					
Claws	Equipped	1	0.0	2000.0	
can transfer some or all of sword's enhancement bonus to AC					
Tongue	Carried	1	0.0	2000.0	
can transfer some or all of sword's enhancement bonus to AC					
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	6000.0 gp	

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

SPECIAL ABILITIES	
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 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 - 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.

PROFICIENCIES

LANGUAGES

TEMPLATES
Celestial
Truename

Notes:

Character Sheet Notes: