

Makak ("Monkey")

CHARACTER
Vanara medium female
RACE & LA SIZE GENDER
 15 Chaotic Neutral Chamidu (PAP9: 33 & 37)
AGE ALIGNMENT DEITY
 LANGUAGES: Vanaran, Common

PLAYER
4'8" 105 pale golden fur brown golden
HEIGHT WEIGHT HAIR EYES SKIN
 Shadow Palace of Chhaya, Vudra, Casmaran (Pathfinder Campaign Setting-???)
HOMELAND & BACKGROUND OCCUPATION



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	22	6	18		4	
DEX	18	4	16	2		
CON	18	4	18			
INT	10	0	10			
WIS	10	0	8	2		
CHA	12	1	14	-2		

HITPOINTS			CLASS RECORDER										
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS			
13	12	1	Vigilante (Brute)	1	6	1	3	2	0	1			
TOTAL HP			13	FAVORED CLASS	Vigilante	TOTALS	1	6	1	3	2	0	1

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	17	-10+	3	0	4					
TOUCH	14	-10+			4					
FLAT-FOOT	13	-10+	3	0	0					

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	7	3	4			
REF	6	2	4			
WILL	0	0	0			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	7	1		6		
RANGED	5	1		4		
CMB	7	1	STR	6		
CMD	21	-10+	B1B	0	10	



FEATS & FEATURES
CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Vanara (B3-280, ARG-206) Tree Hanger +2 CMD vs trip & hang from tail
 Nimble: +2 Acrobatics and Stealth Improved Unarmed Strike
 Low-Light Vision & Prehensile Tail Belier's Bite +1d4 bleed damage with unarmed strikes
 Class: Vigilante (UI-9) HD: d8 skills = 6 + Int Mod Throw Anything - no penalty to ad hoc thrown weapon
 Archetype: Brute (Ultimate Intrigue-54)
 Weapon Prof: All simple
 Armor Prof: Light Armor & Shields
 Dual Identity & Seamless Guise +20 to check to protect identities
 Brutish Fortitude Fort = 2+Ivl Will = Ivl/3
 Brute Form: large size, -2 AC, 2 hrs/time (6 hrs/day)
 Will save (DC=20+Ivl/2) or fight allies when foes are gone
 +x=0 attack & damage
 Social Talent: Renown - vigilante id is known +4 intimidate

SKILLS					
	TOTAL	RANKS	ABILITY	TRAINED	MISC
<input checked="" type="checkbox"/> ACROBATICS *	DEX 10	1	4	3	2
<input checked="" type="checkbox"/> APPRAISE	INT 0		0		
<input checked="" type="checkbox"/> BLUFF	CHA 1		1		
<input checked="" type="checkbox"/> CLIMB *	STR 10	1	6	3	
<input checked="" type="checkbox"/> CRAFT:	INT 0		0		
<input checked="" type="checkbox"/> DIPLOMACY	CHA 1		1		
<input checked="" type="checkbox"/> DISABLE DEVICE *	DEX		4		
<input checked="" type="checkbox"/> DISGUISE	CHA 1		1		
<input checked="" type="checkbox"/> ESCAPE ARTIST *	DEX 4		4		
<input type="checkbox"/> FLY *	DEX 4		4		
<input type="checkbox"/> HANDLE ANIMAL	CHA		1		
<input type="checkbox"/> HEAL	WIS 0		0		
<input checked="" type="checkbox"/> INTIMIDATE	CHA 1		1		
<input checked="" type="checkbox"/> KN: dungeoneering	INT		0		
<input checked="" type="checkbox"/> KN: engineering	INT		0		
<input checked="" type="checkbox"/> KN: local	INT		0		
<input type="checkbox"/> KN:	INT		0		
<input type="checkbox"/> KN:	INT		0		
<input type="checkbox"/> KN:	INT		0		
<input type="checkbox"/> LINGUISTICS	INT		0		
<input checked="" type="checkbox"/> PERCEPTION	WIS 4	1	0	3	
<input checked="" type="checkbox"/> PERFORM:	CHA 1		1		
<input checked="" type="checkbox"/> PROF:	WIS		0		
<input checked="" type="checkbox"/> RIDE *	DEX 4		4		
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS 0		0		
<input checked="" type="checkbox"/> SLEIGHT OF HAND *	DEX		4		
<input type="checkbox"/> SPELLCRAFT	INT		0		
<input checked="" type="checkbox"/> STEALTH *	DEX 10	1	4	3	2
<input checked="" type="checkbox"/> SURVIVAL	WIS 4	1	0	3	
<input checked="" type="checkbox"/> SWIM *	STR 10	1	6	3	
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA		1		
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				

MARK A TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.
 * SKILL CAN BE USED UNTRAINED * ARMOR CHECK PENALTY APPLIES

EXPERIENCE SLOW MEDIUM FAST 0 / 2,000

SPEED BASE 30 FLY SWIM CLIMB 20 MISC

INIT 4 = 4 DEX MOD + MISC MOD

HERO

SR DR

RESISTANCES

POOL POINTS

ARMOR & WEAPONS
ARMOR NAME & DESCRIPTION AC BONUS MAX DEX PENALTY SPELL FAIL TYPE WEIGHT

ARMOR	supple studded leather	3	5	0	15	Lt	15.0
SHIELD							

WEAPON NAME & DESCRIPTION ATTACK MODIFIERS DAMAGE CRITICAL RANGE TYPE WEIGHT AMMO & NOTES

unarmed strike	+7	1d4+6+1d4 bleed damage	20,x2		B	
rock throwing	+5	1d6+9	20,x2	25	B	

