

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	24	7	18		6	
DEX	18	4	16	2		
CON	20	5	18		2	
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			
119	109	10	Vigilante (Brute)	10	60	10	7	3	3	10			
TOTAL HP			119	FAVORED CLASS	Vigilante	TOTALS	10	60	10	7	3	3	10

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	21	-10+	6	0	4	1				
TOUCH	15	-10+			4	1				
FLAT-FOOT	16	-10+	6	0	0					

ARMOR CHECK PENALTY: 0
 MAXIMUM DEX: 5
 SPELL FAILURE: 15%

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	12	7	5			
REF	7	3	4			
WILL	3	3	0			

COMBAT NOTES & MODIFIERS
 +2 BAB second attack



ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	17	10		7		
RANGED	14	10		4		
CMB	17	10	STR	7		
CMD	32	-10+	10	DODGE & DEFLECT	1	STR & BEL

CLASS RECORDER										
CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS			
Vigilante (Brute)	10	60	10	7	3	3	10			
TOTALS	10	60	10	7	3	3	10			

SKILLS						RANKS TOTAL	60
TOTAL	RANKS	ABILITY	TRAINED	MISC			
<input checked="" type="checkbox"/> ACROBATICS *	DEX	19	10	4	3	2	
<input checked="" type="checkbox"/> APPRAISE	INT	4	1	0	3		
<input checked="" type="checkbox"/> BLUFF	CHA	5	1	1	3		
<input checked="" type="checkbox"/> CLIMB *	STR	20	10	7	3		
<input checked="" type="checkbox"/> CRAFT:	INT	4	1	0	3		
<input checked="" type="checkbox"/> DIPLOMACY	CHA	5	1	1	3		
<input checked="" type="checkbox"/> DISABLE DEVICE *	DEX	8	1	4	3		
<input checked="" type="checkbox"/> DISGUISE	CHA	5	1	1	3		
<input checked="" type="checkbox"/> ESCAPE ARTIST *	DEX	8	1	4	3		
<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	5	1	1	3		
<input checked="" type="checkbox"/> KN: dungeoneering	INT	4	1	0	3		
<input checked="" type="checkbox"/> KN: engineering	INT	4	1	0	3		
<input checked="" type="checkbox"/> KN: local	INT	4	1	0	3		
<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	13	10	0	3		
<input checked="" type="checkbox"/> PERFORM:	CHA	5	1	1	3		
<input checked="" type="checkbox"/> PROF:	WIS	4	1	0	3		
<input checked="" type="checkbox"/> RIDE *	DEX	8	1	4	3		
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	8	1	0	3	4	
<input checked="" type="checkbox"/> SLEIGHT OF HAND *	DEX	8	1	4	3		
<input type="checkbox"/> SPELLCRAFT	INT			0			
<input checked="" type="checkbox"/> STEALTH *	DEX	19	10	4	3	2	
<input checked="" type="checkbox"/> SURVIVAL	WIS	5	2	0	3		
<input checked="" type="checkbox"/> SWIM *	STR	11	1	7	3		
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA	5	1	1	3		
<input type="checkbox"/>	STR						
<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

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 Initiative +4
Low-Light Vision & Prehensile Tail	Deflect Arrows - avoid 1 ranged attack per round
Class: Vigilante (UI-9) HD: d8 skills = 6 + Int Mod	Throw Anything - no penalty to ad hoc thrown weapon
Archetype: Brute (Ultimate Intrigue-54)	Total Destruction (Ex): throw object/creature 2 sizes larger 60'
Weapon Prof: All simple	Dodge +1 AC
Armor Prof: Light Armor & Shields	
Dual Identity & Seamless Guise +20 to check to protect identities	
Brutish Fortitude Fort = 2+lvl Will = lvl/3	
Brute Form: large size, -2 AC, 2 hrs/time (6 hrs/day)	Perfect Fall (Ex): - no damage from falls near wall, 1/2 otherwise
Will save (DC=20+lvl/2) or fight allies when foes are gone	Sizing Equipment (Ex): Magic Armor sizes w/ brute
+x=0 attack & damage	Social Grace: +4 Sense Motive
Social Talent: Renown - vigilante id is known +4 intimidate	Quick Change (Ex): change id in 1 rnd
Unshakeable +lvl to DC to intimidate her	Triumphant Return (Ex): 3 days to regain renown
Startling Appearance (Ex): surprise then flatfooted & -4 attack	Greater Renown +6 intimidate

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR: supple resizing studded leather +3	6	5	0	15	Lt	15.0
SHIELD						

EXPERIENCE
 SLOW MEDIUM FAST 105,000 / 155,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
30				20	

INIT 11 = 4 DEX MOD + 7 MISC MOD

HERO

SR DR

RESISTANCES

POOL POINTS

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
unarmed strike (w/ monk's gauntlets +3)	+20	1d10+13+1d4 bleed damage	19-20,x2		B		Power attack x=-3 attack, +6 damage
rock throwing (w/ magic rocks +3)	+17	2d6+10+3	20,x2	60	B		

FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED
Secret Identity: Monkey		
A member of "Kat Chanpyon" (Four Champions)		
A league of Chaotic Neutral Agents of Extrajudicial Justice		
Vigilante Costume: gorilla girl		
Social Costume: foreign vanara teenager		
Social role: exotic debutante dilettante		

FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED
Improved Unarmed Strike		
Belier's Bite +1d4 bleed damage with unarmed strikes		
Heavy Punches (Ex): unarmed attacks as monk (x=1d10)		
Awesome Blow (Monster Feat): Knock 10' & prone (1d6 dam to both if foe strikes another foe)		
Improved Critical - unarmed strike		
Power attack x=-3 attack, +6 damage		

EQUIPMENT & MAGIC ITEMS

#	ITEM	QTY / USES	WGT N/A	WEIGHT

EQUIPMENT & MAGIC ITEMS

#	ITEM	QTY / USES	WGT N/A	WEIGHT
	Wooden Earrings of Strength +2 Str each (2)			
	supple resizing studded leather +3			
	- no penalty to size change			
	- +4 stealth if in tree or w/in 5' of tree			
	bag of magic rocks +3	20		
	- when thrown first sized rocks resize in air to gargantuan size			
	- deal 2d6 damage			
	- if retrieved, shrink back to normal size when touched by thrower			
	monk's gauntlets +3			
	- second attack at same BAB as first			
	- +3 initiative to unarmed attacks only			
	- unarmed attacks count as magic			
	- ignore damage resistance up to 10			

WORN MAGIC ITEM EQUIPMENT

EQUIPMENT SLOTS FOR MAGIC ITEMS

BELT:
BODY:
CHEST:
EYES:
FEET:
HANDS:
HEAD:
HEADBAND:
NECK:
RING:
RING:
SHOULDERS:
WRIST:

BAGS & CONTAINERS

#	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY

	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD			
SILVER			
COPPER			

TREASURE CARRIED

#	TREASURE	WEIGHT

CARRIED WEIGHT

ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
15.0	0.0	0.0		15.0

LOADS & LIFT

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
232	464	696		696	1392	3480
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/>		MEDIUM <input type="checkbox"/>	HEAVY <input type="checkbox"/>	