

Migale
 CHARACTER
 Giant Giant Fire Gecko Large Male
 RACE & LA SIZE GENDER
 7 Neutral Erecura
 AGE ALIGNMENT DEITY
 Mount of Puer Fusilia, Lava Child Cavalier
 PLAYER
 12' long 600 lbs none red red-orange
 HEIGHT WEIGHT HAIR EYES SKIN
 Loric Fells, River Kingdoms
 HOMELAND & BACKGROUND OCCUPATION



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

LANGUAGES: -

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	17	3	13	4		
DEX	13	1	15	-2		
CON	16	3	12	4		
INT	3	-4	3			
WIS	14	2	14			
CHA	7	-2	7			

HITPOINTS		
CURRENT HP	HP GAINED	HD
22	21	2
NONLETHAL HP DAM		
TEMPORARY HP		
TOTAL HP	22	FAVORED CLASS

CLASS RECORDER									
CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS		
Cavalier's Mount	1	2	1	3	3	0	1		
TOTALS	1	2	1	3	3	0	1		

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	15	-10+	0	0	1	-1	5			
TOUCH	10	-10+			1	-1				
FLAT-FOOT	14	-10+	0	0	0	-1	5			

ARMOR CHECK PENALTY	MAXIMUM DEX	SPELL FAILURE
0	--	0%

SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
FORT	6	3	3			
REF	4	3	1			
WILL	2	0	2			

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE	3	1	3	-1		
RANGED	1	1	1	-1		
CMB	5	1	STR	3	-1	
CMD	16	-10+	B1B	0	STR & DEFLECT	



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

Cavalier's Mount (as Druid's Animal Companion)	Mount Feats (1) Bonus Trick (1)
Natural Armor +0 AC; Str/Dex +0	Toughness +hp
Link: Master gains +4 Handle Animal Checks	Improved Initiative (Bonus Fire Template Feat)
Combat Trained w/Light Armor Proficiency	
Race: Giant Gecko	
Added: Giant Template & Fire-Infused Template	
Expert Climber (Ex) - as permanent spider climb (+8)	
Natural AC +2+3	
Racial Skill: Climb +8; CMD +4 vs trip	
Fire Breath (Su) 30' cone 1d6 dam/2HD (1/d4 rnds)	
Immune: Fire	
Vulnerable: Cold	
Fire Healing (Ex) - heal 1 hp/rnd in contact w/ fire	
Large -1 AC, -1 attack, +1 CMB, +1 CMD, -4 Stealth	

SKILLS						RANKS TOTAL	2
TOTAL	RANKS	ABILITY	TRAINED	MISC			
<input checked="" type="checkbox"/> ACROBATICS *	DEX	1	1				
<input type="checkbox"/> APPRAISE	INT	-4	-4				
<input type="checkbox"/> BLUFF	CHA	-2	-2				
<input checked="" type="checkbox"/> CLIMB *	STR	19	3	16			
<input type="checkbox"/> CRAFT:	INT	-4	-4				
<input type="checkbox"/> DIPLOMACY	CHA	-2	-2				
<input type="checkbox"/> DISABLE DEVICE *	DEX		1				
<input type="checkbox"/> DISGUISE	CHA	-2	-2				
<input checked="" type="checkbox"/> ESCAPE ARTIST *	DEX	1	1				
<input checked="" type="checkbox"/> FLY *	DEX	1	1				
<input type="checkbox"/> HANDLE ANIMAL	CHA		-2				
<input type="checkbox"/> HEAL	WIS	2	2				
<input checked="" type="checkbox"/> INTIMIDATE	CHA	-2	-2				
<input type="checkbox"/> KN:	INT		-4				
<input type="checkbox"/> KN:	INT		-4				
<input type="checkbox"/> KN:	INT		-4				
<input type="checkbox"/> KN:	INT		-4				
<input type="checkbox"/> KN:	INT		-4				
<input type="checkbox"/> KN:	INT		-4				
<input type="checkbox"/> LINGUISTICS	INT		-4				
<input checked="" type="checkbox"/> PERCEPTION	WIS	6	1	2			
<input type="checkbox"/> PERFORM:	CHA	-2	-2				
<input type="checkbox"/> PROF:	WIS		2				
<input type="checkbox"/> RIDE *	DEX	1	1				
<input type="checkbox"/> SENSE MOTIVE	WIS	2	2				
<input type="checkbox"/> SLEIGHT OF HAND *	DEX		1				
<input type="checkbox"/> SPELLCRAFT	INT		-4				
<input checked="" type="checkbox"/> STEALTH *	DEX	1	1	3			
<input checked="" type="checkbox"/> SURVIVAL	WIS	2	2				
<input checked="" type="checkbox"/> SWIM *	STR	3	3				
<input type="checkbox"/> USE MAGIC DEVICE	CHA		-2				
<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

EXPERIENCE SLOW MEDIUM FAST 0 / 2,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
40	40			40	

INIT	=	1	DEX MOD	+	4	MISC MOD
5	=	1	DEX MOD	+	4	MISC MOD

HERO

SR DR

RESISTANCES Fire

POOL POINTS

ARMOR & WEAPONS

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

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
bite	+3	2d6+3	20,x2		P		