

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
<b>STR</b>	18	4	13	4	1	
<b>DEX</b>	14	2	15	-2	1	
<b>CON</b>	17	3	12	4	1	
<b>INT</b>	3	-4	3			
<b>WIS</b>	14	2	14			
<b>CHA</b>	7	-2	7			

HITPOINTS			CLASS RECORDER										
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS			
55	50	5	Cavalier's Mount	3	5	5	4	4	1	5			
TOTAL HP			55	FAVORED CLASS	Cavalier's Mount	TOTALS	3	5	5	4	4	1	5

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	18	-10+	0	0	2	-1	7			
<b>TOUCH</b>	11	-10+			2	-1				
<b>FLAT-FOOT</b>	16	-10+	0	0	0	-1	7			

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	7	4	3			
<b>REF</b>	6	4	2			
<b>WILL</b>	3	1	2			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
<b>MELEE</b>	6	3		4	-1		
<b>RANGED</b>	4	3		2	-1		
<b>CMB</b>	8	3	STR	4	-1	2	
<b>CMD</b>	20	-10+	B3B	0	6	-1	2



SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	5
<input checked="" type="checkbox"/> ACROBATICS	DEX	2	2		
<input type="checkbox"/> APPRAISE	INT	-4	-4		
<input type="checkbox"/> BLUFF	CHA	-2	-2		
<input checked="" type="checkbox"/> CLIMB	STR	24	1	4	3
<input type="checkbox"/> CRAFT	INT	-4	-4		
<input type="checkbox"/> DIPLOMACY	CHA	-2	-2		
<input type="checkbox"/> DISABLE DEVICE	DEX		2		
<input type="checkbox"/> DISGUISE	CHA	-2	-2		
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX	2	2		
<input checked="" type="checkbox"/> FLY	DEX	2	2		
<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"/> KN:	INT		-4		
<input type="checkbox"/> LINGUISTICS	INT		-4		
<input checked="" type="checkbox"/> PERCEPTION	WIS	6	1	2	3
<input type="checkbox"/> PERFORM	CHA	-2	-2		
<input type="checkbox"/> PROF:	WIS		2		
<input type="checkbox"/> RIDE	DEX	2	2		
<input type="checkbox"/> SENSE MOTIVE	WIS	2	2		
<input type="checkbox"/> SLEIGHT OF HAND	DEX		2		
<input type="checkbox"/> SPELLCRAFT	INT		-4		
<input checked="" type="checkbox"/> STEALTH	DEX	2	1	2	3
<input checked="" type="checkbox"/> SURVIVAL	WIS	6	1	2	3
<input checked="" type="checkbox"/> SWIM	STR	8	1	4	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				

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

Cavalier's Mount (as Druid's Animal Companion)	Mount Feats (3) & Bonus Tricks (2)
Natural Armor +2 AC; Str/Dex +1	Toughness +hp
Link: Master gains +4 Handle Animal Checks	Improved Initiative (Bonus Fire Template Feat)
Combat Trained w/Light Armor Proficiency	Improved Bull Rush - No opportunity attack on bull rush
Race: Giant Gecko	Endurance - +4 Endurance related checks
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	
Evasion - made Reflex saves for 1/2 dam take 0	

**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	+6	2d6+4	20,x2		P		

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		BASE	FLY	SWIM	CLIMB	MISC
SLOW <input type="checkbox"/>	MEDIUM <input checked="" type="checkbox"/>	FAST <input type="checkbox"/>	15,000	/	23,000	
<b>SPEED</b>		40			40	
<b>INIT</b>	6	=	2	DEX MOD	+	4
<b>HERO</b>						
<b>SR</b>						
<b>DR</b>						
<b>RESISTANCES</b>	Fire					
<b>POOL POINTS</b>						