

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	20	5	13	4	3	
DEX	16	3	15	-2	3	
CON	18	4	12	4	2	
INT	3	-4	3			
WIS	14	2	14			
CHA	7	-2	7			

HITPOINTS				CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
105	95	9	Cavalier's Mount	6	9	10	6	6	3	10	
TOTAL HP				105	FAVORED CLASS Cavalier's Mount		TOTALS				6 9 10 6 6 3 10

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	24	-10+	0	0	3	-1	1	11		
TOUCH	13	-10+			3	-1	1			
FLAT-FOOT	20	-10+	0	0	0	-1		11		

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

SAVING THROWS						
FORT	REF	WILL	CLASS BASE	ABILITY	ENHANCE	MISC
10	9	5	6	4		
			6	3		
			3	2		

COMBAT NOTES & MODIFIERS



ATTACKS						
MELEE	RANGED	CMB	CMD	BASE ATTACK BONUS	TEMP	ABILITY
10	8	12	26	6		5
				6		3
				6	STR	5
				-10+	B6B	8

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	9
<input checked="" type="checkbox"/> ACROBATICS	DEX	3		3	
<input type="checkbox"/> APPRAISE	INT	-4		-4	
<input type="checkbox"/> BLUFF	CHA	-2		-2	
<input checked="" type="checkbox"/> CLIMB	STR	25	1	5	3 16
<input type="checkbox"/> CRAFT	INT	-4		-4	
<input type="checkbox"/> DIPLOMACY	CHA	-2		-2	
<input type="checkbox"/> DISABLE DEVICE	DEX			3	
<input type="checkbox"/> DISGUISE	CHA	-2		-2	
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX	3		3	
<input checked="" type="checkbox"/> FLY	DEX	3		3	
<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	8	3	2	3
<input type="checkbox"/> PERFORM	CHA	-2		-2	
<input type="checkbox"/> PROF:	WIS			2	
<input type="checkbox"/> RIDE	DEX	3		3	
<input type="checkbox"/> SENSE MOTIVE	WIS	2		2	
<input type="checkbox"/> SLEIGHT OF HAND	DEX			3	
<input type="checkbox"/> SPELLCRAFT	INT			-4	
<input checked="" type="checkbox"/> STEALTH	DEX	5	3	3	3 -4
<input checked="" type="checkbox"/> SURVIVAL	WIS	6	1	2	3
<input checked="" type="checkbox"/> SWIM	STR	9	1	5	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 (5) & Bonus Tricks (4)
Natural Armor +6 AC; Str/Dex +3	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	Valiant Steed +4 vs Fear & Emotion;
Expert Climber (Ex) - as permanent spider climb (+8)	- Rider gains +4 Handle Animal & Ride
Natural AC +2+3	Dodge +1 AC
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	Multiattack - second bite attack @ -5 to hit
Evasion - made Reflex saves for 1/2 dam take 0	Devotion - +4 Will saves vs Enchantment effects

ARMOR & WEAPONS

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

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 105,000 / 155,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
40	40			40	

INIT	DEX MOD	+	MISC MOD
7	3		4

HERO

SR DR

RESISTANCES Fire

POOL POINTS

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
bite	+10	3d6+5	20,x2		P		