

Taibhs (ghost) David
 CHARACTER PLAYER
 Biloko (savage gnome) small female 3'5" 44 Sloth White/Green yellow bright red
 RACE & LA SIZE GENDER HEIGHT WEIGHT HAIR EYES SKIN
 49 Chaotic Neutral Angazhan Dark Heart of Mwangi Expanse
 AGE ALIGNMENT DEITY HOMELAND & BACKGROUND OCCUPATION
 LANGUAGES: Common, Sylvan, Gnome, Abyssal, Charau-ka, Girallon



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	12	1	14	-2		
DEX	24	7	16	8		
CON	19	4	17	2		
INT	18	4	18			
WIS	12	1	12			
CHA	8	-1	10	-2		

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
55	42	5	Biloko (Spriggan)	2	50	5	1	4	4	5
	8	1	witch	0	6	0	0	0	2	1
TOTAL HP			TOTALS							
55			2 56 5 1 4 6 6							

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	19	-10+	0	0	7	1	1			
TOUCH	18	-10+			7	1				
FLAT-FOOT	12	-10+	0	0	0	1	1			

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	5	1	4			
REF	11	4	7			
WILL	7	6	1			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	4	2		1	1	
RANGED	10	2		7	1	
CMB	8	2	DEX	7	1	-2
CMD	19	-10+	B2B	0	8	-2

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

Race Biloko (PAP#38) as Spriggan Variant
 Spriggan (ToHC) (fey) HD: d6 skills 6+Int Mod
 Low-Light Vision; Scent; +1 Natural AC
 Racial Skills: +2 Climb, Disable Device, Perception, Sleight of Hand, & Stealth
 sneak attack +2d6.
 Racial Spell-like: Charm Person (3/day) (CL=1,DC=13)
 small +1 AC, -1 CMD/CMB, +4 Stealth
 Persuasion: victim of Charm Person, -1 Cha Check/10 min
 Class: Witch HD: d 6 skills 2 + Int Mod
 Prof: Weapons: All Simple; Armor: None
 Patron: Animals
 Familiar: Muncaidhean the Monkey (see next page)

SKILLS					RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS +	DEX 10		7		3
* APPRAISE	INT 4		4		
* BLUFF	CHA -1		-1		
* CLIMB +	STR 3		1		2
* CRAFT: potions	INT 13	6	4	3	
* DIPLOMACY	CHA -1		-1		
* DISABLE DEVICE +	DEX		7		2
* DISGUISE	CHA -1		-1		
* ESCAPE ARTIST +	DEX 7		7		
* FLY +	DEX 11	1	7	3	
* HANDLE ANIMAL	CHA		-1		
* HEAL	WIS 5	1	1	3	
* INTIMIDATE	CHA 3	1	-1	3	
* KN: arcana	INT 13	6	4	3	
* KN: history	INT 12	5	4	3	
* KN: nature	INT 13	6	4	3	
* KN: planes	INT 13	6	4	3	
* KN:	INT		4		
* KN:	INT		4		
* LINGUISTICS	INT		4		
* PERCEPTION	WIS 9	6	1	2	
* PERFORM:	CHA -1		-1		
* PROF: taxidermy	WIS 10	6	1	3	
* RIDE +	DEX 7		7		
* SENSE MOTIVE	WIS 1		1		
* SLEIGHT OF HAND +	DEX		7	2	
* SPELLCRAFT	INT 13	6	4	3	
* STEALTH +	DEX 13		7	6	
* SURVIVAL	WIS 1		1		
* SWIM +	STR 1		1		
* USE MAGIC DEVICE	CHA 8	6	-1	3	
* STR					
* STR					
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* STR					
* 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
20					

INIT 11 = 7 DEX MOD + 4 MISC MOD

HERO

SR DR

RESISTANCES

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
boar spear	+4+1	1d6+1	20,x2	0	P	6.0	
dagger	+10	1d4+1	19-20,x2	10	P/S	1.0	
bite	+4	1d4+1	20,x2	0	P		

