Taibhs (ghost) David

Angazhan

Biloko (savage gnome) small female RACE & LA SIZE GENDER 49

Chaotic Neutral

3'5" Sloth White/Green WEIGHT HAIR HEIGHT

Dark Heart of Mwangi Expanse

yellow

EYES

bright red

SKIN



AGE ALIGNMENT DEITY		HOMELAND & I								•	(1) (2)	ROL	EP	LAN	(100	ig c	AM	DE /	O	
LANGUAGES: Common, Sylvan, Gnome, Abyssal, Charau-	-ka, G	Girallon									Original	by Neceros.	Modifie	d by abe	llius@y	ahoo.com	n. Versior	1.0.2012		
LANGUAGES.		HITPOINTS							Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012											
	ЕМР		CURRENT			GAINED	HD		CLA	ASS NAI		SS REC	BAB	SKILL	_	S FORT	REF	WILL	LEVELS	
STR 12 1 14 -2				_		42	5		Biloko	(Spr	riggan)		2	50	5	1	4	4	5	
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CHA 8 -1 10 -2		CLASS												CVII	16			RANKS	56	
ABILITY SCORE & RACIAL NOTES	CONDITIONS & MISCELLANEOUS TRACKING									TOTAL RANKS ABILITY TRAINED MISC										
	KC &	DEFENS	SF								ACROBATIC: Appraise	s •		NT -	4		7 4		3	
	SIZE		ATURAL	DEFLECT	MISC	TEMP				*□ B					-1		-1			
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	=		4]	DEX SPELL			Diplomacy Disable De			HA EX	-1	-	-1 7		2	
FLAT-FOOT 12 -10+ 0 0 0	1	L	1					FAILURE	0%		Disguise			_	-1		-1			
					COMBAT	NOTES & MC	DIFIERS				SCAPE ART	IST •		EX	7	1	7	2		
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REF 11 4 7		$ \]_{-}$									NTIMIDATE			на	3	1	-1	3		
WILL 7 6 1	\dashv	<u></u>									(N: arcana			_	13	6	4	3		
WILL 7 0 1											(N: history (N: nature				12 13	5	4	3		
ATTACKS TOTAL BASE ATTACK BONUS TEMP ABILITY	SIZE	MISC —									N: planes			_	13	6	4	3		
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RADIOLES 10 2 7	1	i —								□ K				NT	\dashv		4			
ATTACK MODIFIER TO Z]]									INGUISTIC PERCEPTION			NT VIS	9	6	1		2	
CMB 8 2 DEX 7	1 -2						*□ PERFORM:								-1		-1			
CMD 19 $_{=10+}$ B2B $\stackrel{\text{DOD}}{\underset{\text{DE}}{\text{CPL}}}\stackrel{\text{2}}{\underset{\text{E}}{\text{CPL}}}\stackrel{\text{STR}}{\underset{\text{E}}{\text{A}}}$ 1 -2											PROF: taxid	ermy		VIS DEX	10 7	6	7	3		
											SENSE MOT	TIVE		VIS	1		1			
FEAT: Class features, racial i		EATURE		FATURES							SLEIGHT OF			EX	40		7		2	
Race Biloko (PAP#38) as Spriggan Variant		Weapor			(spea	rs) +1	attac	k		_	TEALTH +				13 13	6	7	3	6	
Spriggan (ToHC) (fey) HD: d6 skills 6+Int Mod		Improved Initiative +4									SURVIVAL			vis	1		1			
Low-Light Vision; Scent; +1 Natural AC		Extra Hex (x2)									Swim + Jse Magic	DEVICE		HA .	8	6	1 -1	3		
Racial Skills: +2 Climb, Disable Device, Perception, Sleight of Hand, & St	tealth	· · · · · · · · · · · · · · · · · · ·											STR				·			
sneak attack +2d6.													STR	\perp	_	_				
Racial Spell-like: Charm Person (3/day) (CL=1,DC=	-13\												STR STR	Н	\dashv	_				
	13)												STR	F	\rightrightarrows					
small +1 AC, -1 CMD/CMB, +4 Stealth										STR									BONUS	
Persuasion: victim of Charm Person, -1 Cha Check/10	min										* SKILL	CAN BE USED	D UNTRA	INED	* ARMO	OR CHECK	PENALTY	APPLIES		
Class: Witch HD: d 6 skills 2 + Int Mod		-								SLC		RIENCE IUM 🗹 FAS	_{ят} 🗆 📗		0		/	2,000)	
Prof: Weapons: All Simple; Armor: None											CDEE			BASE	FL	LY S	WIM	CLIMB	MISC	
Patron: Animals											SPEED		_	20	<u></u>	1				
Familiar: Muncaidhean the Monkey (see next pa	ige)										INIT	1	1	= _	7	MOD	+	4	MISC MOD	
											HERO									
											SR		Πİ	DF	2					
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ARMO ARMOR NAME & DESCRIPTION	R & V	WEAPON		AC BONUS	MAY DEV	DENALTY	DELL CA.	L TYPE	WEIGHT	PO	OOL POI	NTS								
				WC BOMOS	WAY DEX	PENALIT S	WELL FAI	L ITPE	WEIGHT											
ARMOR					-				\vdash	\vdash										
SHIELD																				
WEAPON NAME & DESCRIPTION		ATTACK M		5	1		MAGE C L 1		CRITICAL		RANGE	TYPE	WEIGH	$\overline{}$	—	АММ	IO & NOT	ES		
boar spear	-		l+1 40		+	1d6+1 20,x					0	P	6.0	-					\dashv	
dagger	-		10		1		4+1		19-20,		10	P/S	1.0	+						
bite		+	-4		1	1d	4+1		20,x2	2	0	Р		\perp						
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	FEATS & SPECIAL ABILITIES		USES/DAY	USED	FEATS & SPECIAL ABILITIES NAME USES/DJ										
Fai	miliar: Monkey Name: Muncaidhean (separate shee	USES/DAY	USED	Ta	aibhs sut	ffers from the G							USES/DAY	USED	
-	ster gains +3 acrobatics & alertness feat			Stems from cannibalism.											
	-			Gnashing Bite - you can unhinge your jaw and teeth are shar								sharp			
				Diseased Bite - successful bite contracts Pulsing Puffs (Fort sa											
				Brain Eater - devouring brains imparts knowledge											
				+2 knowledge skill checks if brain's possessor had ranks (1											
				Pulsing Puffs: Wounds get covered with mounds of blue-white spor											
					tha	nt pulse wi	th heartbeat, in Tai	bhs o	nly effe	ect is to	slow nat	ural healir	ng by half		
							Pulsing Puffs,								
							DC 16; Cure: 2								
¥	EQUIPMENT & MAGIC ITEMS ITEM	QTY / USES	WGT N/A	WEIGHT	*		EQUIPMENT & MAGIC ITEMS							WGT N/A	WEIGHT
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	BELT:														
	BODY:	_													
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	EYES:														
	FEET:		CARR		CARRIED	WGT N/A	STORED	Ħ				TREASURE	ARRIED		WEIGHT
	HANDS:	LATINUM													
	HEAD:	GOLD						L							
НЕ	ADBAND:	SILVER													
	NECK:	COPPER									LQ	ADS &	LIFT		
	RING:				<u> </u>			LC	DAD	MEDIUM LOAD	HEAVY LOAD	A	LIFT ABOVE HEAD	GROUND	DRAG & PUSH
	RING:	ARMORA		CARRII		IGHT		4	14	88	132		132	264	660
SHO		ARMOR & WEAPONS	CURREN	ICY EQL	JIPMENT	MISC	TOTAL		0	0		MODIFIED LOAD	0	0	0
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OPI	CINAL CREATED BY BILL BARNES (WWW. NECEDOS COM) MODISIED BY DAN BRINK THIS BRO	DUCT LICENSE	D BY CREATIV	E COMMON	S LICENSE (HTTD://CDEAT	IVECOMMONS ORG/LICENT	ES/DV-	NC-SA/2/	O) PATHEIN	IDER AND IT	S LOGO APE O	OPVWRITTEN	DAIZO BURLI	SHING LIC

	SPELLS PER DAY								BLOODLINES & PATRONS							SPELLS PER DAY									
CLAS	ss	Witch LEVEL 1							BLOODLIN	E/PATRON	Animals	CI	LASS					LEVE	L						
SAVI		LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN		BLOODLIN	E/PATRON					SAVE DO	LEVEL	TOTAL	CLAS	ABILITY S BONUS	MISC	SPELLS KNOWN				
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25FT + 5FT / 2 LV	25		МЕДІО 100 FT 10 FT / 1	+ LVL 11	0	400FT + 40FT / LVL	440	0						251	FT + 2 LVL	25	100FT 10FT / 1	+ '	100	LONG: 400FT + 40FT / LV	400				
SPE	11	TOTAL	CLASS	S ABILI	пт отн	IER CUR	KRENT POIN	its		HIBITED				•	PELL	TOTAL	CLASS	A	вісіту отні	:R CU	RRENT POINTS				
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			Slumb	oer (Su	ı) - put	foe to s	sleep						Enchant	ment	ľ	vl rnd	30)'	will		APG				
			Mud V	Nitch (Su) - a	ssume	the for	m of	f brown o	oze			Transmu	nsmutation IvI mir							MC				
			Swamp	o Hag (S	Sp) - (Ju	ngle Hag	g) travel	throu	ugh this ter	rrain w/o	trace & pass thr	ough quicksand									UM				
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1			Cause	e Fear	- One	creatur	re of 5	HD	or less fle	ees for '	1d4 rounds.														
1			Inflict	Light V	Nound	s - Tou	ch dea	als 1	d8 dama	ge +1/le	evel (max +5)														
1			Comn	nand -	One s	subject o	obeys	sele	cted com	nmand fo	or 1 round.														
1									e doubles																
1			Sumn	non Mo	onster I	I - Sum	mons	extra	aplanar c	reature	to fight for yo	ou													
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