

Muncaidhean, familiar of Taibhs

David

CHARACTER
monkey tiny male
RACE & LA SIZE GENDER
3 **Neutral** **-**
AGE ALIGNMENT DEITY

PLAYER
1'0" **5 lbs** **mangy black/tan** **black** **black**
HEIGHT WEIGHT HAIR EYES SKIN
Mwangi Expanse
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	3	-4	3			
DEX	15	2	15			
CON	10	0	10			
INT	2	-4	2			
WIS	12	1	12			
CHA	5	-3	5			

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
27	27	1	Familiar	2			2	4	4	1
NONLETHAL HP DAM										
TEMPORARY HP										
TOTAL HP	27	FAVORED CLASS	TOTALS	2	0	0	2	4	4	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	2	2		1		
TOUCH	14	-10+			2	2				
FLAT-FOOT	13	-10+	0	0	0	2		1		

SKILLS					RANKS TOTAL	50
	TOTAL	RANKS	ABILITY	TRAINED	MISC	
<input checked="" type="checkbox"/> ACROBATICS *	DEX 10		2		8	
<input type="checkbox"/> APPRAISE	INT -4		-4			
<input type="checkbox"/> BLUFF	CHA -3		-3			
<input checked="" type="checkbox"/> CLIMB *	STR 4		-4		8	
<input type="checkbox"/> CRAFT: potions	INT 2	6	-4			
<input type="checkbox"/> DIPLOMACY	CHA -3		-3			
<input type="checkbox"/> DISABLE DEVICE *	DEX		2			
<input type="checkbox"/> DISGUISE	CHA -3		-3			
<input type="checkbox"/> ESCAPE ARTIST *	DEX 2		2			
<input checked="" type="checkbox"/> FLY *	DEX 6	1	2	3		
<input type="checkbox"/> HANDLE ANIMAL	CHA		-3			
<input type="checkbox"/> HEAL	WIS 2	1	1			
<input type="checkbox"/> INTIMIDATE	CHA -2	1	-3			
<input type="checkbox"/> KN: arcana	INT 2	6	-4			
<input type="checkbox"/> KN: history	INT 1	5	-4			
<input type="checkbox"/> KN: nature	INT 2	6	-4			
<input type="checkbox"/> KN: planes	INT 2	6	-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 14	6	1	3	4	
<input type="checkbox"/> PERFORM:	CHA -3		-3			
<input type="checkbox"/> PROF: taxidermy	WIS 7	6	1			
<input type="checkbox"/> RIDE *	DEX 2		2			
<input type="checkbox"/> SENSE MOTIVE	WIS 1		1			
<input type="checkbox"/> SLEIGHT OF HAND *	DEX		2			
<input type="checkbox"/> SPELLCRAFT	INT		-4			
<input checked="" type="checkbox"/> STEALTH *	DEX 2		2			
<input type="checkbox"/> SURVIVAL	WIS 1		1			
<input checked="" type="checkbox"/> SWIM *	STR -4		-4			
<input type="checkbox"/> USE MAGIC DEVICE	CHA 3	6	-3			
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	2	2	0			
REF	6	4	2			
WILL	5	4	1			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	0	2		-4	2	
RANGED	6	2		2	2	
CMB	2	2	DEX	2	2	-4
CMD	8	-10+	B2B	0	2	-4

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

low-light vision; Immune to pulsing puffs.
 Racial Modifiers +8 Acrobatics; +8 Climb; +4 Perception
 Natural Armor +1
 small +2 AC, -2 CMD/CMB, +4 Stealth
 Alertness - Master gains alertness feat when close
 improved evasion - miss Ref 1/2 damage, made 0 dam
 Share spells - cast "you" spells on familiar
 Empathic link - share emotions up to 1 mile

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**

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	30			30	
INIT	2	=	2	DEX MOD +	MISC MOD
HERO					
SR				DR	
RESISTANCES					
POOL POINTS					

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

ARMOR	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR						
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
bite	+0	1d3-4	20,x2				