

Trunks, Living Ballista

Character Name

Fighter 5, Living Ballista 7

CLASS

12/14 (18)

91000 / 105000

Character Level/ECL (CR)

EXP/NEXT LEVEL

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

38

+14

42

+16

DEX

17

+3

17

+3

CON

28

+9

28

+9

INT

10

+0

10

+0

WIS

18

+4

18

+4

CHA

14

+2

14

+2

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

+18

=

+9

+

+9

+

+0

+

+0

+

+0

+

REFLEX

+11

=

+8

+

+3

+

+0

+

+0

+

+0

+

WILL

+5

=

+1

+

+4

+

+0

+

+0

+

+0

+

Player Name

Human / Monstrous Humanoid

RACE

0

Male

AGE

GENDER

Deity

Large / 10 ft.

Region

0' 0" / 0 lbs.

Custom Campaign

None

Alignment

Darkvision (120 ft.)

HAIR

POINTS

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

HP

228

AC

35

:

34

:

9

=

10

+

13

+

0

+

1

+

-2

+

13

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

INITIATIVE

+3

=

+3

+

+0

Encumbrance

Light

MISS CHANCE

35

-5

0

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

SKILLS

MAX RANKS: 15/7.5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC. MODIFIER

✓ Appraise

INT

0

=

0

✓ Balance

DEX

-2

=

3

+

-5

✓ Bluff

CHA

2

=

2

✓ Climb

STR

26

=

16

+

15

+

-5

✓ Concentration

CON

9

=

9

✓ Craft (Bowmaking)

INT

15

=

0

+

15

✓ Craft (Untrained)

INT

0

=

0

✓ Diplomacy

CHA

2

=

2

✓ Disguise

CHA

2

=

2

✓ Escape Artist

DEX

-2

=

3

+

-5

✓ Forgery

INT

0

=

0

✓ Gather Information

CHA

2

=

2

✓ Heal

WIS

4

=

4

✓ Hide

DEX

-10

=

3

+

-13

✓ Intimidate

CHA

2

=

2

✓ Jump

STR

26

=

16

+

15

+

-5

✓ Knowledge (Untrained)

INT

0

=

0

✓ Listen

WIS

6

=

4

+

2

✓ Move Silently

DEX

-2

=

3

+

-5

✓ Ride

DEX

3

=

3

✓ Search

INT

2

=

0

+

2

✓ Sense Motive

WIS

4

=

4

✓ Spot

WIS

6

=

4

+

2

✓ Survival

WIS

4

=

4

✓ Swim

STR

6

=

16

+

-10

✓ Use Rope

DEX

3

=

3

=

+

+

=

+

+

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

MELEE

attack bonus

TOTAL

+24/+19

=

BASE ATTACK BONUS

+10/+5

+

STAT

+16

+

SIZE

-2

+

MISC

+0

+

EPIC

0

+

TEMP

RANGED

attack bonus

TOTAL

+11/+6

=

BASE ATTACK BONUS

+10/+5

+

STAT

+3

+

SIZE

-2

+

MISC

+0

+

EPIC

0

+

TEMP

GRAPPLE

attack bonus

TOTAL

+31/+26

=

BASE ATTACK BONUS

+10/+5

+

STAT

+16

+

SIZE

+3

+

MISC

+2

+

EPIC

+0

+

TEMP

UNARMED

(nonlethal only)

TOTAL ATTACK BONUS

+24/+19

DAMAGE

1d4+16

CRITICAL

20/x2

REACH

15 ft.

Special Properties:

*Hank's Energy Bow (Huge/ Dragonbone/Four Handed Modification/ Wield One Step Greater/Seeking)

Range: 30 ft.

To Hit: +10/+5

Damage: 4d8+51

TH

+9/+4

690 ft.

+7/+2

1035 ft.

+5/+0

1380 ft.

+3/-2

1725 ft.

+1/-4

Dam

4d8+50

4d8+50

4d8+50

4d8+50

4d8+50

4d8+50

4d8+50

TH

-1/-6

2070 ft.

-3/-8

2415 ft.

-5/-10

2760 ft.

-7/-12

3105 ft.

-9/-14

3450 ft.

Dam

4d8+50

4d8+50

4d8+50

4d8+50

4d8+50

4d8+50

4d8+50

Special Properties: Adjusts to user strength. +2 Weapon. Does not require Ammunition - fires arrows of pure force. You may subtract apply a penalty to hit to gain a bonus to damage, as if using Power Attack with a melee weapon., (Hank's Energy Bow (Large/Dragonbone/Four Handed Modification/Wield One Step Greater/Seeking)), STR bonus to damage, veers to target negating any miss chance, Dragonbone Bows increase their range increment by 20, Increases reach by an additional 5

*Gore

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

PS

M

20/x2

15 ft.

TOTAL ATTACK BONUS

DAMAGE

+24

2d6+16

*Claws

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

M

20/x2

15 ft.

TOTAL ATTACK BONUS

DAMAGE

+24/+24

3d6+16

*: weapon is equipped
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

*Full Plate +5 (Large)

Heavy

+13

+1

-5

35

This armor is made of shaped and fitted metal plates, must be made to measure or adjusted for cost.

*Deepspawn Tentacles			HAND	TYPE	SIZE	CRITICAL	REACH
			Primary	B	M	20/x2	15 ft.
TOTAL ATTACK BONUS			DAMAGE				
+24/+24			1d8+16				

Claw			HAND	TYPE	SIZE	CRITICAL	REACH
			Not Carried	PS	L	20/x2	15 ft.
TOTAL ATTACK BONUS			DAMAGE				
+24/+24			1d8+16				

Greatsword +1 (Huge/ Adamantine/Four Handed Modification/Wield One Step Greater)			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	S	H	19-20/x2	15 ft.
2H	To Hit	Dam	2W-OH	To Hit		Dam	
	+23/+18	6d6+41		null		null	

Special Properties: Ignore 20 hardness, Increases reach by an additional 5

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Hank's Energy Bow (Huge/ Dragonbone/Four Handed Modification/Wield One Step Greater/Seeking)	Equipped	1	15 / 31,200	
Adjusts to user strength. +2 Weapon. Does not require Ammunition - fires arrows of pure force. You may subtract apply a penalty to hit to gain a bonus to damage, as if using Power Attack with a melee weapon., (Hank's Energy Bow (Large/Dragonbone/Four Handed Modification/Wield One Step Greater/Seeking)), STR bonus to damage, veers to target negating any miss chance, Dragonbone Bows increase their range increment by 20, Increases reach by an additional 5				
Gore	Equipped	1	0 / 0	
Claws	Equipped	1	0 / 0	
Deepspawn Tentacles	Equipped	1	0 / 0	
Claw	Carried	1	0 / 0	
Full Plate +5 (Large)	Equipped	1	100 / 28,150	
This armor is made of shaped and fitted metal plates, must be made to measure or adjusted for cost.				
Belt of Giant Strength +4	Equipped	1	1 / 16,000	
This wide belt is made of thick leather and studded with iron. The belt adds to the wearer's Strength score in the form of an enhancement bonus of +4 or +6. Moderate transmutation; CL 10th				
Skeletal Hand	Equipped	2	0 (0) / 3,000 (6,000)	
The grafted creature can use this bony hand to make claw attacks. The damage dealt is the same as that dealt by a skeleton of the creature's size.				
Constant Chronocharm of the Horizon Walker	Equipped	1	0 / 2,500	
Spend a Swift action to move up to your movement.				
Greatsword +1 (Huge/Adamantine/ Four Handed Modification/Wield One Step Greater)	Carried	1	20 / 5,100	
Ignore 20 hardness, Increases reach by an additional 5				
TOTAL WEIGHT CARRIED/VALUE		147 lbs.	88,950gp	

WEIGHT ALLOWANCE					
Light	5546	Medium	11093	Heavy	16640
Lift over head	16640	Lift off ground	33280	Push / Drag	83200

MONEY	
Coin (Gold): 550[Equipped]	
Total= 550 gp	

MAGIC	
Languages	
Common	

Other Companions	
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Special Abilities	
Giant Blood (Ex) - Half-Ogres count as giants for qualifying for classes, using magic items, etc.	
Minotaurs get a +2 Racial Bonus to Search, Spot, and Listen	

Special Attacks	
Improved Grab (Ex)	[SS]
If a feral creature hits an opponent that is at least one size category smaller than itself with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can rake if it has that ability (see below). Alternatively, it has the option to conduct the grapple normally, or simply use its claw to hold the opponent (-20 penalty on grapple check, but the feral creature is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals claw damage. See the Monster Manual for additional rules.	
Overdraw +3d8 (Ex)	[My]
When wielding a Large or larger composite longbow or composite shortbow has a Strength rating of at least +1, a living ballista can overdraw with it as a standard action, making a single attack that deals an additional +1d8 damage per two class levels, This additional damage is due to additional force, not precision. While this damage can be applied to targets more than 30 feet away, the arrow does lose momentum over distance; for each full range increment the arrow covers, the attack loses 1d8 of its additional damage.	
Overwhelming Shot (Reflex DC 33) (Ex)	[My]

Starting 5th level, whenever a living ballista overdraws, they can make an overwhelming shot. This changes the attack from a ranged attack to a line effect, 5 feet wide and extending from the living ballista's reach to a length of one range increment, stopping if it hits a wall or other barrier. Each creature within the line must make a Reflex save (DC 10 + class level + Strength modifier minus Power Attack modifier), taking the weapon's damage on a failure as if they had been hit by the arrow. On a success, they take no damage, as if the arrow had missed them.

Pounce (Ex) [SS]

If a feral creature leaps upon a foe during the first round of combat, it can make a full attack even though it has already moved.

Rake (Ex) [SS]

A feral creature that gets a hold can make two rake attacks at its full melee attack bonus with its hind legs. Each successful attack does normal claw damage for that size of feral creature, plus 1/2 its Strength bonus (rounded down) (+8). If the feral creature pounces on an opponent, it can also rake.

Rend (Ex) [SS]

A feral creature that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals double the appropriate claw damage for that size feral creature, plus double the Strength modifier.

Siege Arrow (Ex) [My]

Starting at 7th level, a living ballista's overdraw attacks ignore the hardness of any objects they hit. An overdraw that destroys cover it hits (see the optional rules for hitting cover) can still hit a target beyond that cover. An overwhelming shot that deals enough damage to destroy a barrier can continue to extend its line (or cone; see below) beyond that barrier.

Special Qualities	
Bonus Feats	[PH]
a fighter gets a bonus combat-oriented feat at 1st, 2nd and every two fighter levels thereafter	
Darkvision (Ex)	[PH]
Range 120 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.	
Far Shot (Ex)	[My]
Every third level, a living ballista's far shot feat improves, increasing the weapon's original range increment by 50%. So at 3rd level, the weapon's range is doubled rather than multiplied by 1½. At 6th level, it is multiplied by 2½, and at 9th level it is tripled.	
Fast Healing 5	[MM]
Flexible Limbs	[Lom]
+2 Grapple	
Human Racial Traits (Ex)	[PH]
4 extra skill points at 1st level and 1 extra skill point at each additional level. 1 extra feat at 1st level.	
Mighty Bow (Ex)	[My]
You can apply your Power Attack and Monkey Grip feats to bows you wield as well as to melee weapons. Further, when wielding a Large or larger composite longbow or composite shortbow has a Strength rating of at least +1, a living ballista can treat its Strength rating as equal to their own Strength bonus.	
Minotaur Cunning (Ex)	[My]
+4 to escape Maze spells. Always know what direction north is.	
Monstrous Humanoid Type	[MM]
Monstrous Humanoids eat/sleep/breathe	
Scent (Ex)	[MM]
30 ft. range This extraordinary ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell. 30' range.	
Weapon and Armor Proficiency	[PH]
A fighter is proficient with all simple and martial weapons and with all armor (heavy, medium, and light) and shields (including tower shields).	

Feats	
Aberration Blood	[Lom]
You gain a physical feature that grants you a racial bonus on one type of check; once you select the check to which this bonus applies (as well as the corresponding feature) you cannot change it later.	
Bestial Hide	[My]
Your skin is thicker, scalier, or furrier than normal.	
+1 Batural Armor (1 per every 2 aberrant feats)	
Deepspawn	[Lom]
Two short but powerful tentacles sprout from your waist. You gain two tentacle natural attacks.	
Far Shot	[PH]
You can get greater distance out of a ranged weapon.	
When you use a projectile weapon, such as a bow, its range increment increases by one-half (multiply by 1-1/2). When you use a thrown weapon, its range increment is doubled.	
Greater Manyshot	[XPH]
You are skilled at firing many arrows at once, even at different opponents.	

When you use the Manyshot feat, you can fire each arrow at a different target instead of firing all of them at the same target. You make a separate attack roll for each arrow, regardless of whether you fire them at separate targets or the same target. Your precision-based damage applies to each arrow fired, and, if you score a critical hit with more than one of the arrows, each critical hit deals critical damage. Special: A fighter may select this feat as one of his fighter bonus feats.

Manyshot [PH]

You can fire multiple arrows simultaneously against a nearby target.
As a standard action, you may fire two arrows at a single opponent within 30 feet (roll once to hit with -4 penalty, only the first arrow can crit or apply sneak damage).

Point Blank Shot [PH]

You are skilled at making well-placed shots with ranged weapons at close range.
You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Power Attack [PH]

You can make exceptionally powerful melee attacks.
On your action, before making attack rolls for a round, you may choose to subtract up to 10 from all melee attack rolls and add the same number to all melee damage rolls.

Rapid Shot [PH]

You can use ranged weapons with exceptional speed.
You can get one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus, but each attack you make in that round takes a -2 penalty. You must use the full attack action to use this feat.

Track (Granted) [PH]

You can follow the trails of creatures and characters across most types of terrain.
To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.

Proficiencies
Aspergillum (Heavy), Axe (Throwing), Bash, Battle Gauntlet, Battleaxe, Blowgun, Boulder, Claw, Claws, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Dart Thruster, Darts (Barbed), Deepspawn Tentacles, Eldritch Blast, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Goblin Stick, Gore, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Ice Axe, Javelin, Katana, Kukri, Lance, Lance (Flight), Lance (Heavy), Longbow, Longspear, Longsword, Lucerne Hammer, Mace (Heavy), Mace (Light), Maul, Morningstar, Pick (Dire), Pick (Heavy), Pick (Light), Quarterstaff, Ranged Spell, Ranseur, Rapier, Saber, Sap, Scimitar, Scythe, Shieldbash, Shortbow, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Spiked Armor, Strike (Unarmed), Sword (Bastard), Sword (Cutlass), Sword (Saber), Sword (Short), Trident, Truncheon, Unarmed Strike, Wakizashi, Warhammer, Warmace

Templates
Face 10
Feral Creature
Half-Minotaur (Large or Larger)
Half-Ogre(Medium Or Smaller)
Reach 10

Trunks, Living Ballista

RACE	Human
AGE	0
GENDER	Male
VISION	Darkvision (120 ft.)
ALIGNMENT	None
DOMINANT HAND	Right
HEIGHT	0' 0"
WEIGHT	0 lbs.
EYE COLOUR	
SKIN COLOUR	
HAIR / HAIR STYLE	
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	Custom Campaign
REGION	
DEITY	
Race Type	Monstrous Humanoid

Race Sub Type

Description:
Biography: