

Retriever

NAME

Con20

CLASS

20

Character Level

0

EXPERIENCE

210000

NEXT LEVEL

Retriever

RACE

0

AGE

Gargantuan

SIZE

Maschio

GENDER

0 cm

HEIGHT

,

EYES

0 kg

WEIGHT

70

HAIR

Chaotic Evil

ALIGNMENT

Darkvision (60'),

VISION

Low-light

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

35

+12

35

+12

43

+16

DEX

17

+3

17

+3

17

+3

CON

*

+0

*

+0

*

+0

INT

*

+0

*

+0

*

+0

WIS

11

+0

11

+0

11

+0

CHA

2

-4

2

-4

2

-4

HP

hit points

175

WOUNDS/CURRENT HP

AC

armor class

23

TOTAL

20

FLAT

9

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

3

STAT

-4

SIZE

14

NATURAL

0

MISC

0

MISS CHANCE

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESIST

0

INITIATIVE

modifier

+3

TOTAL

+3

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+15/+10/+5

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 15 m

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+6

=

+6

+

+0

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+9

=

+6

+

+3

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+6

=

+6

+

+0

+

+0

+

+0

+

+0

+

MELEE

attack bonus

TOTAL

+27/+22/+17

=

+15/+10/+5

+

+16

+

-4

+

+0

+

+0

+

RANGED

attack bonus

+14/+9/+4

=

+15/+10/+5

+

+3

+

-4

+

+0

+

+0

+

GRAPPLE

attack bonus

+43/+38/+33

=

+15/+10/+5

+

+16

+

+12

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+23/+18/+13

3d6+16

20/x2

3 m

Claw

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

PS

H

20/x2

10 ft.

TOTAL ATTACK BONUS

DAMAGE

+27/+27/+27/+27

3d6+16

Special Properties

Eye Ray

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

H

20/x2

10 ft.

3 m

6 m

9 m

12 m

15 m

TH

+12

+10

+8

+6

+4

Dam

1d0

1d0

1d0

1d0

1d0

Special Properties

Bite

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

BPS

H

20/x2

10 ft.

TOTAL ATTACK BONUS

DAMAGE

+27

2d6+16

Special Properties

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	23/11.5
✓ Appraise	INT	0	=	0	+	+
✓ Balance	DEX	3	=	3	+	+
✓ Bluff	CHA	-4	=	-4	+	+
✓ Climb	STR	16	=	16	+	+
✓ Concentration	CON	0	=	0	+	+
✓ Craft (Untrained)	INT	0	=	0	+	+
✓ Diplomacy	CHA	-4	=	-4	+	+
✓ Disguise	CHA	-4	=	-4	+	+
✓ Escape Artist	DEX	3	=	3	+	+
✓ Forgery	INT	0	=	0	+	+
✓ Gather Information	CHA	-4	=	-4	+	+
✓ Heal	WIS	0	=	0	+	+
✓ Hide	DEX	-9	=	3	+	-12
✓ Intimidate	CHA	-4	=	-4	+	+
✓ Jump	STR	24	=	16	+	8
✓ Listen	WIS	0	=	0	+	+
✓ Move Silently	DEX	3	=	3	+	+
✓ Ride	DEX	3	=	3	+	+
✓ Search	INT	0	=	0	+	+
✓ Sense Motive	WIS	0	=	0	+	+
✓ Spot	WIS	0	=	0	+	+
✓ Survival	WIS	0	=	0	+	+
✓ Swim	STR	16	=	16	+	+
✓ Use Rope	DEX	3	=	3	+	+
			=	+	+	+
			=	+	+	+

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

*: 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
-------	------	----	--------	-------	---------------

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Claw	Carried	1	0.0	0.0	
Eye Ray	Carried	1	0.0	0.0	
Bite	Carried	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			0 kg	0.0 gp	

WEIGHT ALLOWANCE					
Light	19200	Medium	38400	Heavy	57600
Lift over head	57600	Lift off ground	115200	Push / Drag	288000

SPECIAL ATTACKS	
Eye Rays (Su)	
Improved Grab (Ex)	
If you hit with a melee weapon, you deal normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. You have the option to conduct the grapple normally, or simply use the part of your body it used in the improved grab to hold the opponent at a -20 penalty on grapple checks, but are not considered grappled yourself.	

SPECIAL QUALITIES	
Construct Traits	
Constructs do not eat/sleep/breathe. Constructs are Immune to poison/ sleep effects/ paralysis/ stunning/ disease/ death effects/ and necromancy effects. Constructs cannot heal damage on own but can be repaired by exposure to certain kind of effect (see description for details) or through use of Craft Construct feat (does benefit from Fast Healing special ability). Not subject to critical hits/ nonlethal damage/ ability damage/ ability drain/ fatigue/ exhaustion/ or energy drain. Immune to effects requiring a Fortitude save (unless it affects objects or is harmless). Not at risk from death from massive damage (but destroyed when reduced to 0 hp). Constructs cannot be raised/resurrected., Mindless - Immune to all mind-affecting effects (charms/ compulsions/ phantasms/ patterns/ and morale effects)	
Fast Healing (Ex)	
You regain 5 hit points per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a creature to regrow lost body parts.	
Find Target (Sp)	

PROFICIENCIES
Bite, Claw, Eye Ray

LANGUAGES
Abyssal, Celestial, Draconic

TEMPLATES
