

Frank

NAME

0

EXPERIENCE

9

Character Level

0

NEXT LEVEL

CON9

CLASS

0

AGE

0

GENDER

0

EYES

0

HAIR

0

WEIGHT

0

VISION

64

POINTS

True Neutral

ALIGNMENT

Darkvision (60'),

Low-light

VISION

STR

Strength

21

+5

21

+5

21

+5

21

+5

21

+5

DEX

Dexterity

9

-1

9

-1

9

-1

9

-1

9

-1

CON

Constitution

\*

+0

\*

+0

\*

+0

\*

+0

\*

+0

INT

Intelligence

\*

+0

\*

+0

\*

+0

\*

+0

\*

+0

WIS

Wisdom

11

+0

11

+0

11

+0

11

+0

11

+0

CHA

Charisma

2

-4

2

-4

2

-4

2

-4

2

-4

HP

hit points

84

WOUNDS/CURRENT HP

26

FLAT

8

TOUCH

10

BASE

8

ARMOR BONUS

0

SHIELD BONUS

-1

STAT

-1

SIZE

10

NATURAL

0

MISC

5/Adamantine

DAMAGE REDUCTION

35

ARCANE SPELL FAILURE

-5

ARMOR CHECK PENALTY

0

SPELL RESIST

AC

armor class

26

26

FLAT

8

TOUCH

10

BASE

8

ARMOR BONUS

0

SHIELD BONUS

-1

STAT

-1

SIZE

10

NATURAL

0

MISC

MISS CHANCE

INITIATIVE

modifier

-1

-1

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+6/+1

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+3

=

+3

+

+0

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+2

=

+3

+

-1

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+3

=

+3

+

+0

+

+0

+

+0

+

+0

+

MELEE

attack bonus

+10/+5

=

+6/+1

+

+5

+

-1

+

+0

+

+0

+

RANGED

attack bonus

+4/-1

=

+6/+1

+

-1

+

-1

+

+0

+

+0

+

GRAPPLE

attack bonus

+15/+10

=

+6/+1

+

+5

+

+4

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+1/-4

1d4+5

20/x2

10 ft.

\*Slam

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

B

L

20/x2

10 ft.

TOTAL ATTACK BONUS

DAMAGE

+5/+5

2d8+5

Special Properties

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

\*Frank Full Plate

Heavy

+8

+1

-5

35

(Masterwork Full Plate)

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

12/6

✓ Appraise

INT

0

=

0

+

+

✓ Balance

DEX

-6

=

-1

+

+

-5

✓ Bluff

CHA

-4

=

-4

+

+

✓ Climb

STR

0

=

5

+

+

-5

✓ Concentration

CON

0

=

0

+

+

✓ Craft (Untrained)

INT

0

=

0

+

+

✓ Diplomacy

CHA

-4

=

-4

+

+

✓ Disguise

CHA

-4

=

-4

+

+

✓ Escape Artist

DEX

-6

=

-1

+

+

-5

✓ Forgery

INT

0

=

0

+

+

✓ Gather Information

CHA

-4

=

-4

+

+

✓ Heal

WIS

0

=

0

+

+

✓ Hide

DEX

-10

=

-1

+

+

-9

✓ Intimidate

CHA

-4

=

-4

+

+

✓ Jump

STR

-6

=

5

+

+

-11

✓ Listen

WIS

0

=

0

+

+

✓ Move Silently

DEX

-6

=

-1

+

+

-5

✓ Ride

DEX

-1

=

-1

+

+

✓ Search

INT

0

=

0

+

+

✓ Sense Motive

WIS

0

=

0

+

+

✓ Spot

WIS

0

=

0

+

+

✓ Survival

WIS

0

=

0

+

+

✓ Swim

STR

-5

=

5

+

+

-10

✓ Use Rope

DEX

-1

=

-1

+

+

=

+

+

+

=

+

+

+

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

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For suggestions please post to pcgen@yahoogroups.com with "OS Suggestion" in the subject line.

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EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Frank Full Plate	Equipped	1	50.0	3150.0
(Masterwork Full Plate)				
Slam	Equipped	1	0.0	0.0
TOTAL WEIGHT CARRIED/VALUE			50 lbs.	3150.0 gp

WEIGHT ALLOWANCE					
Light	306	Medium	613	Heavy	920
Lift over head	920	Lift off ground	1840	Push / Drag	4600

SPECIAL ATTACKS				
Berserk (Ex)				

SPECIAL QUALITIES				
<b>Construct Traits</b> 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)				
<b>Immunity To Magic (Ex)</b> You are never subject to magical effects				

PROFICIENCIES				
Slam				

LANGUAGES				

TEMPLATES				