

Tarry

NAME

Mag50

15000

50/55

Character Level/ECL

15000

EXPERIENCE

1540000

NEXT LEVEL

Tarrasque

Colossal

0

AGE

Colossal

SIZE

Maschio

GENDER

0 cm

0 kg

EYES

HAIR

0

VISION

0

POINTS

Chaotic Evil

ALIGNMENT

Darkvision (60'),

Low-light, Normal

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

52

+21

52

+21

52

+21

DEX

Dexterity

16

+3

16

+3

16

+3

CON

Constitution

36

+13

36

+13

36

+13

INT

Intelligence

4

-3

4

-3

4

-3

WIS

Wisdom

14

+2

14

+2

14

+2

CHA

Charisma

16

+3

16

+3

16

+3

HP

hit points

956

WOUNDS/CURRENT HP

AC

armor class

39

FLAT

36

TOUCH

5

BASE

10

ARMOR BONUS

0

SHIELD BONUS

0

STAT

3

SIZE

-8

NATURAL

34

MISC

0

MISS CHANCE

INITIATIVE

modifier

+7

TOTAL

+3

DEX MODIFIER

+4

MISC MODIFIER

BASE ATTACK BONUS

+35/+30/+25/+20

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+46

=

+31

+

+13

+

+0

+

+2

+

+0

+

REFLEX

(dexterity)

+30

=

+27

+

+3

+

+0

+

+0

+

WILL

(wisdom)

+18

=

+16

+

+2

+

+0

+

+0

+

MELEE

attack bonus

+63/+58/+53/+48

=

+50/+45/+40/+35

+

+21

+

-8

+

+0

+

+0

+

RANGED

attack bonus

+45/+40/+35/+30

=

+50/+45/+40/+35

+

+3

+

-8

+

+0

+

+0

+

GRAPPLE

attack bonus

+87/+82/+77/+72

=

+50/+45/+40/+35

+

+21

+

+16

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+59/+54/+49/+44

2d6+21

20/x2

6 m

\*Bite

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

BPS

C

19-20/x2

20 ft.

TOTAL ATTACK BONUS

DAMAGE

+66

8d6+21

Special Properties

\*Bite

HAND

TYPE

SIZE

CRITICAL

REACH

Off-hand

BPS

19-20/x2

20 ft.

TOTAL ATTACK BONUS

DAMAGE

+64

4d8+10

Special Properties

\*Horn

HAND

TYPE

SIZE

CRITICAL

REACH

Off-hand

P

C

20/x2

20 ft.

TOTAL ATTACK BONUS

DAMAGE

+61

1d10+10

Special Properties

\*: 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

*Claw	HAND	TYPE	SIZE	CRITICAL	REACH
	Off-hand	PS	C	19-20/x2	20 ft.
TOTAL ATTACK BONUS			DAMAGE		
+62			3d6+10		
Special Properties					

*Tail	HAND	TYPE	SIZE	CRITICAL	REACH
	Off-hand	B	C	20/x2	20 ft.
TOTAL ATTACK BONUS			DAMAGE		
+61			3d8+10		
Special Properties					

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Bite	Equipped	1	0.0	0.0	
Bite	Equipped	1	0.0	0.0	
Horn	Equipped	1	0.0	0.0	
Claw	Equipped	1	0.0	0.0	
Tail	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			0 kg	0.0 gp	

WEIGHT ALLOWANCE					
Light	133120	Medium	266240	Heavy	399360
Lift over head	399360	Lift off ground	798720	Push / Drag	1996800

SPECIAL ABILITIES	
Augmented Critical (Ex)	
Breath Weapon (Ex) 30' Cone of Fire 1/day 6d8 (DC48)	
Carapace (Ex)	
Damage Reduction (Su)	
Disease (Ex)	
Energy Drain (Su)	
Energy Resistance Cold/Fire 10	
Frightful Presence (Su)	
Half-Dragon Wings	
Immunity to Fire (Ex) (2)	
Immunity to Poison (Ex)	
Improved Grab (Ex)	
Magical Beast Traits	
Regeneration (Ex)	
Rush (Ex)	
Scent (Ex)	
Smite Good (Su) 1/day	
Spell Resistance (Ex)	
Swallow Whole (Ex)	

FEATS	
Alertness	You get a +2 bonus on all Listen checks and Spot checks.
Blind-Fight	In melee, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit.
Combat Reflexes	You may make a number of additional attacks of opportunity equal to your Dexterity bonus.
Dire Charge	If you charge in the first round of combat, you may make a full attack against the charged opponent.
Dodge	During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.
Epic Fortitude	You gain a +4 bonus on all Fortitude saving throws.
Epic Weapon Focus (Bite)	Add a +2 bonus to all attack rolls you make using the selected weapon.
Great Fortitude	You get a +2 bonus on all Fortitude saving throws.
Improved Critical (Bite, Claw)	When using the weapon you selected, your threat range is doubled.
Improved Initiative	You get a +4 bonus on initiative checks.
Improved Natural Attack (Bite, Claw)	The damage for the selected natural weapon increases by one step, as if the creature's size had increased by one category.
Multiattack	The creature's secondary attacks with natural weapons take only a -2 penalty.
Power Attack	On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus.
Weapon Focus (Bite, Claw)	You gain a +1 bonus on all attack rolls you make using the selected weapon.

PROFICIENCIES
Bite, Claw, Horn, Tail

LANGUAGES

TEMPLATES
Half Dragon (Red)
Fiendish

## Notes:

Character Sheet Notes: