

Vindragaard

NAME

PLAYERNAME

DEITY

True Neutral

ALIGNMENT

Blindsight (45 m),  
Darkvision (18 m),  
Low-light  
VISION

Con31

0

Dragonflesh Golem

Large

0 cm

0 kg

CLASS

EXPERIENCE

RACE

SIZE

HEIGHT

WEIGHT

31

496000

0

Maschio

Character Level

NEXT LEVEL

AGE

GENDER

EYES

HAIR

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

23

+6

23

+6

23

+6

DEX

10

+0

10

+0

10

+0

CON

\*

+0

\*

+0

\*

+0

INT

4

-3

4

-3

4

-3

WIS

17

+3

17

+3

17

+3

CHA

16

+3

16

+3

16

+3

HP

hit points

211

AC

armor class

23

:

23

:

9

=

10

+

0

+

0

+

0

+

-1

+

14

+

0

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL

MISC

MISS CHANCE

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

15/Adamantine

SPEED

Walk 12 m, Fly 36 m

INITIATIVE

modifier

+0

=

+0

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+23/+18/+13/+8/+3

SAVING THROWS

FORTITUDE

(constitution)

+10

=

+10

+

+0

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+10

=

+10

+

+0

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+13

=

+10

+

+3

+

+0

+

+0

+

+0

+

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

MELEE

attack bonus

+28/+23/+18/+13

=

+23/+18/+13/+8

+

+6

+

-1

+

+0

+

+0

+

RANGED

attack bonus

+22/+17/+12/+7

=

+23/+18/+13/+8

+

+0

+

-1

+

+0

+

+0

+

GRAPPLE

attack bonus

+33/+28/+23/+18

=

+23/+18/+13/+8

+

+6

+

+4

+

+0

+

+0

+

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+24/+19/+14/+9

1d4+6

20/x2

3 m

\*Bite

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

BPS

L

20/x2

3 ft.

TOTAL ATTACK BONUS

DAMAGE

+28

2d6+6

Special Properties

\*Claw

HAND

TYPE

SIZE

CRITICAL

REACH

Off-hand

PS

L

20/x2

3 ft.

TOTAL ATTACK BONUS

DAMAGE

+23/+23

1d8+3

Special Properties

\*Wing

HAND

TYPE

SIZE

CRITICAL

REACH

Off-hand

B

L

20/x2

3 ft.

TOTAL ATTACK BONUS

DAMAGE

+23/+23

1d6+3

Special Properties

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

SKILLS

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

34/17

MISC MODIFIER

SKILL NAME

✓ Appraise

INT

-3

=

-3

+

+

✓ Balance

DEX

0

=

0

+

+

✓ Bluff

CHA

3

=

3

+

+

✓ Climb

STR

6

=

6

+

+

✓ Concentration

CON

0

=

0

+

+

✓ Craft (Untrained)

INT

-3

=

-3

+

+

✓ Diplomacy

CHA

3

=

3

+

+

✓ Disguise

CHA

3

=

3

+

+

✓ Escape Artist

DEX

0

=

0

+

+

✓ Forgery

INT

-3

=

-3

+

+

✓ Gather Information

CHA

3

=

3

+

+

✓ Heal

WIS

3

=

3

+

+

✓ Hide

DEX

-4

=

0

+

+

-4

✓ Intimidate

CHA

3

=

3

+

+

✓ Jump

STR

10

=

6

+

+

4

✓ Listen

WIS

22

=

3

+

17.0

+

2

✓ Move Silently

DEX

0

=

0

+

+

✓ Ride

DEX

0

=

0

+

+

✓ Search

INT

-3

=

-3

+

+

✓ Sense Motive

WIS

3

=

3

+

+

✓ Spot

WIS

22

=

3

+

17.0

+

2

✓ Survival

WIS

3

=

3

+

+

✓ Swim

STR

6

=

6

+

+

✓ Use Rope

DEX

0

=

0

+

+

=

+

+

=

+

+

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

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

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*Tail Slap		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand	B	L	20/x2	3 ft.
TOTAL ATTACK BONUS			DAMAGE			
+23			1d8+3			
Special Properties						

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

WEIGHT ALLOWANCE					
Light	300	Medium	600	Heavy	900
Lift over head	900	Lift off ground	1800	Push / Drag	4500

SPECIAL ATTACKS	
<b>Frightful Presence (Ex)</b> 30 ft DC 28, Your very presence unsettling to foes. It takes effect automatically when you perform some sort of dramatic action (such as charging, attacking, or snarling). Opponents within range who witness the action may become frightened or shaken.	

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.	
<b>Immunity To Magic (Ex)</b> You are never subject to magical effects	

FEATS	
<b>Alertness</b> You get a +2 bonus on all Listen checks and Spot checks.	
<b>Cleave</b> If you deal a creature enough damage to make it drop, you get an immediate, extra melee attack against another creature within reach. You can use this ability once per round.	
<b>Great Cleave</b> This feat works like Cleave, except that there is no limit to the number of times you can use it per round.	
<b>Hover</b> When flying, the creature can halt its forward motion and hover in place as a move action.	
<b>Improved Bull Rush</b> When you perform a bull rush you do not provoke an attack of opportunity from the defender. You also gain a +4 bonus on the opposed Strength check you make to push back the defender.	
<b>Improved Overrun</b> When you attempt to overrun an opponent, the target may not choose to avoid you. You also gain a +4 bonus on your Strength check to knock down your opponent.	
<b>Improved Sunder</b> When you strike at an object held or carried by an opponent (such as a weapon or shield), you do not provoke an attack of opportunity. You also gain a +4 bonus on any attack roll made to attack an object held or carried by another character.	
<b>Power Attack</b> On your action, before making attack rolls for a round, you may choose to subtract up to 23 from all melee attack rolls and add the same number to all melee damage rolls.	
<b>Toughness (2x)</b> You gain +3 hit points.	
<b>Wingover</b> A flying creature with this feat can change direction quickly once each round as a free action.	

PROFICIENCIES	
Bite, Claw, Tail Slap, Wing	

LANGUAGES	

TEMPLATES	

## Notes:

Character Sheet Notes: