

Tutkimus  
 CHARACTER  
 Gear-forged Medium Male  
 RACE & LA SIZE GENDER  
 488 Chaotic Neutral Brigh, The Whisper in Bronze  
 AGE ALIGNMENT DEITY  
 LANGUAGES: Common, Draconic

Hebeloma  
 PLAYER  
 6'0" 210 lbs None Glowing Metallic  
 HEIGHT WEIGHT HAIR EYES SKIN  
 Starfall, Numeria  
 HOMETLAND & BACKGROUND OCCUPATION



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	10	0	10			
DEX	14	2	14			
CON	12	1	12			
INT	12	1	12			
WIS	20	5	18	2		
CHA	16	3	16			

HITPOINTS			CLASS RECORDER									
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS		
10	9	1	Keeper of Constructs (Inquisitor)	0	7	1	2	0	2	1		
TOTAL HP			TOTALS		0	7	1	2	0	2	1	

ABILITY SCORE & RACIAL NOTES

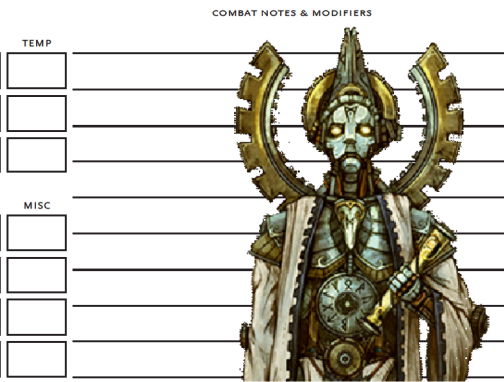
CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	20	-10+	6	1	2		1			
TOUCH	12	-10+			2					
FLAT-FOOT	18	-10+	6	1	0		1			

SKILLS				
	TOTAL	RANKS	ABILITY	TRAINED
* ACROBATICS +	DEX -2		2	
* APPRAISE	INT 1		1	
* BLUFF	CHA 1		3	-2
* CLIMB +	STR -4		0	
* CRAFT: construct	INT 7	1	1	3
* DIPLOMACY	CHA 1		3	-2
* DISABLE DEVICE +	DEX		2	
* DISGUISE	CHA 3		3	
* ESCAPE ARTIST +	DEX -2		2	
* FLY +	DEX -2		2	
* HANDLE ANIMAL	CHA		3	
* HEAL	WIS 9	1	5	3
* INTIMIDATE	CHA 9	1	3	3
* KN: dungeoneering	INT		1	
* KN: nature	INT		1	
* KN: planes	INT		1	
* KN: religion	INT		1	
* KN:	INT		1	
* KN:	INT		1	
* LINGUISTICS	INT		1	
* PERCEPTION	WIS 9	1	5	3
* PERFORM:	CHA 3		3	
* PROF:	WIS		5	
* RIDE +	DEX -2		2	
* SENSE MOTIVE	WIS 7	1	5	3
* SLEIGHT OF HAND +	DEX		2	
* SPELLCRAFT	INT 5	1	1	3
* STEALTH +	DEX -2		2	
* SURVIVAL	WIS 9	1	5	3
* SWIM +	STR -4		0	
* USE MAGIC DEVICE	CHA		3	

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	3	2	1			
REF	2	0	2			
WILL	7	2	5			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	0	0		0		
RANGED	2	0		2		
CMB	5	0	WIS	5		
CMD	12	-10+	BOB	0	STR & DEX	2



FEATS & FEATURES	
CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	
Race: Gearforged (Humanoid, Construct) (ARC 108)	Class: Inquisitor HD: d8; skills 6 + Int Mod
Clockwork-Powered: +2 saves vs disease, mind-effects, poison, exhaustion, fatigue.	Archetype: Keeper of Constructs (People of the Wastes 26)
Gearborn Immunities: Gearborn do not breathe, eat, or sleep.	Weapon Prof: All Simple & crossbows, longbow, shortbow, hammer
Second Chance: Cannot be raised or resurrected.	Armor Prof: Light & Medium Armor & Shields
Stable: Automatically stabilize below 0 HP.	Penetrating Blows (Ex): attacks are adamantine vs constructs
Darkvision 60'; Low-light Vision; +1 Natural AC	Construct Influence (Ex): +1/2 intimidate constructs
-2 Bluff, Diplomacy & Sense Motive;	Construct Lore (Ex): +2*Wis Mod + Int Mod Knowledge(constructs)
+2 Intimidate & Craft (clockwork)	Judgment - bonus to action vs foes in encounter (1/day)
Immortal: No aging	
Rust Vulnerability: take 1d6 dam/HD from rust attacks	

MARK A  TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.  
 \* SKILL CAN BE USED UNTRAINED \* ARMOR CHECK PENALTY APPLIES

EXPERIENCE SLOW  MEDIUM  FAST  0 / 2,000

SPEED				
BASE	FLY	SWIM	CLIMB	MISC
30				

INIT 2 = 2 DEX MOD + MISC MOD

HERO

SR DR

RESISTANCES

POOL POINTS

Gorgeous Gearforged - increase starting attitude of non-hostile by one level

ARMOR & WEAPONS							
ARMOR NAME & DESCRIPTION		AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR	Breastplate (Agile)	6	3	-3	25	Med	25.0
SHIELD	Small Steel Shield	1		-1	5		9.0

WEAPON NAME & DESCRIPTION		ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Crossbow, repeating		+2	1d8	19-20,x2	80	P	6.0	
hammer			1d4	20,x2	20	B	2.0	



