**Tutkimus** Hebeloma Glowing Gear-forged Medium Male 6'0" 210 lbs Metallic None SKIN RACE & LA SIZE GENDER HEIGH. WEIGHT HAIR EYES Brigh, The Whisper in Bronze 488 Chaotic Neutral Starfall, Numeria Common, Draconic Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012 **HITPOINTS** CLASS RECORDER ARILITY SCORE 10 0 10 **STR** 9 1 Keeper of Constructs (Inquisitor) 0 7 2 14 14 DEX 12 1 12 CON NONLETHAI INT 12 1 12 20 5 18 2 WIS 0 7 1 TOTAL HP 10 Inquisitor **TOTALS** 3 16 **CHA** 16 CONDITIONS & MISCELLANEOUS TRACKING ABILITY SCORE & RACIAL NOTES ⋆□ ACROBATICS ◆ DE) -2 ATTACKS & DEFENSE ★□ APPRAISE INT BLUFF СНА 20 2 AC =10+ **№** Сымв • STR -4 CRAFT: construct INT 12 2 MAXIMUM 3 **TOUCH** =10+ DIPLOMACY CHA 1 ☐ DISABLE DEVICE ◆ DEX SPELI 18 6 1 0 1 30% FLAT-FOOT **-10**+ FAILURE Disguise СНА 3 ★□ ESCAPE ARTIST ◆ DEX -2 DEX \*□ FLY • -2 AVING THROWS CLASS BASE ABILITY ☐ HANDLE ANIMAL CHA 3 2 1 **FORT** ∗**☑** HEAL WIS 9 2 0 2 CHA REF 9 ☑ KN: dungeoneering INT 5 WILL ☑ KN: nature INT ☑ KN: planes INT ATTACKS BASE ATTACK BONUS ☑ KN: religion INT MELEE 0 0 0 ☐ Kn: INT ☐ KN: INT RANGED 2 0 2 ■ LINGUISTICS INT ⋆ PERCEPTION WIS 9 **CMB** 5 0 WIS 5

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BOB

Race: Gearforged (Humanoid, Construct) (ARC 108)

Clockwork-Powered: +2 saves vs disease, mind-effects, poison, exhaustion, fatigue

Gearborn Immunities: Gearborn do not breathe, eat, or sleep.

Second Chance: Cannot be raised or resurrected.

Rust Vulnerability: take 1d6 dam/HD from rust attacks

Stable: Automatically stabilize below 0 HP

-2 Bluff, Diplomacy & Sense Motive;

+2 Intimidate & Craft (clockwork)

Breastplate (Agile)

Small Steel Shield

Immortal: No aging

Darkvision 60'; Low-light Vision; +1 Natural AC

-10+

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**FEATS & FEATURES** 

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

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**POOL POINTS** 

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Class: Inquisitor HD: d8; skills 6 + Int Mod

Armor Prof: Light & Medium Armor & Shields

Archetype: Keeper of Constructs (People of the Wastes 26)

Weapon Prof: All Simple & crossbows, longbow, shortbow, hammer

Penetrating Blows (Ex): attacks are adamantine vs constructs

Construct Influence (Ex): + IvI/2 intimidate constructs

Construct Lore (Ex): +2\*Wis Mod + Int Mod Knowledge(constructs)

Judgment - bonus to action vs foes in encounter (1/day)

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

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hammer		1d4	20,x2	20	В	2.0	

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