

Wòch
 CHARACTER: gargole Medium Male
 RACE & LA: 53 Lawful Neutral Anubis (OLaoP)
 AGE: 53 ALIGNMENT: Lawful Neutral DEITY: Anubis (OLaoP)
 LANGUAGES: Common, Terran, Osirion, Sphinx
 PLAYER: 6'3" 624 lbs none gray granite
 HEIGHT WEIGHT HAIR EYES SKIN
 Ruins of Tumen (LCoG-44), Osirion (ISWG-146, OLeoP)
 HOMELAND & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	20	5	18	2		
DEX	16	3	16			
CON	24	7	18	4	2	
INT	12	1	14	-2		
WIS	8	-1	10	-2		
CHA	8	-1	10	-2		

HITPOINTS			CLASS RECORDER										
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS			
83	78	5	Fighter (Two-Handed Fighter)	5	25	5	4	4	4	5			
TOTAL HP			83	FAVORED CLASS	Fighter	TOTALS	5	25	5	4	4	4	5

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	28	-10+	12	0	3		3			
TOUCH	13	-10+			3					
FLAT-FOOT	25	-10+	12	0	0		3			

ARMOR CHECK PENALTY	MAXIMUM DEX	SPELL FAILURE
0	5	0%

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	11	4	7			
REF	7	4	3			
WILL	5	4	-1	2		



ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	10	5		5		
RANGED ATTACK MODIFIER	8	5		3		
CMB	12	5	CON	7		
CMD	23	-10+	B5B	0	STR & DEFLECT	8

SKILLS		TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS *	DEX	3		3		
* APPRAISE	INT	1		1		
* BLUFF	CHA	-1		-1		
* CLIMB *	STR	5		5		
* CRAFT:	INT	1		1		
* DIPLOMACY	CHA	-1		-1		
* DISABLE DEVICE *	DEX			3		
* DISGUISE	CHA	-1		-1		
* ESCAPE ARTIST *	DEX	3		3		
* FLY *	DEX	27	5	3	3	16
* HANDLE ANIMAL	CHA			-1		
* HEAL	WIS	-1		-1		
* INTIMIDATE	CHA	6	4	-1	3	
* KN: dungeoneering	INT			1		
* KN: engineering	INT	8	4	1	3	
* KN: history	INT	5	4	1		
* KN: religion	INT	3	2	1		
* KN:	INT			1		
* KN:	INT			1		
* LINGUISTICS	INT			1		
* PERCEPTION	WIS	5	3	-1	3	
* PERFORM:	CHA	-1		-1		
* PROF: masonry	WIS			-1		
* RIDE *	DEX	3		3		
* SENSE MOTIVE	WIS	-1		-1		
* SLEIGHT OF HAND *	DEX			3		
* SPELLCRAFT	INT			1		
* STEALTH *	DEX	11	3	3	3	2
* SURVIVAL	WIS	-1		-1		
* SWIM *	STR	5		5		
* USE MAGIC DEVICE	CHA			-1		
	STR					
	STR					
	STR					
	STR					
	STR					
	STR					

FEATS & FEATURES
 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Gargole (ARG-222) Monstrous Humanoid (earth) Flyby Attack - move before and after attack
 BAB=total HD HD=d10, Skills: 4 + Int Mod Improved Critical - Two-Handed Sword
 Good Reflex & Will Saves Endurance +4 vs exhaustion from swim, run, march, starvation, thirst, hot, cold, hold breath, suffocation
 Darkvision 60' Iron Will +2 Will saves
 Weapon Prof: All Simple + Martial (fighter) Power Attack -2 attack for +4 dam (+6 great sword)
 Armor Prof: Light + All & shields (fighter) Cleave - if hit, attack again
 Damage Reduction (10/magic)
 Improved Natural Armor +3 AC
 Racial Skill Bonus +2 Stealth
 Fly 50 ft. (average maneuverability)
 Freeze - 20 on Stealth to hide in plain sight as stone statue
 Class: Fighter (CRB-55) HD: d10
 Archetype: Two-Handed Fighter (APG-108)
 Shattering Strike (Ex) +1 CMB, CMD, sunder damage vs objects
 Overhand Chop (Ex) - double Str Mod bonus to damage Weapon Training - Great Sword +1 attack & dam

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
Stone Plate of the Gargoyles+3	12	5	0		H	10.0

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Bite	+10	1d4+5	20,x2		S		
Claws (2)	+10	1d6+5	20,x2		S		
Gore	+10	1d4+5	20,x2		P		
two-handed great sword of the ancients +2	+10+1+2	2d6+10+1+2	17-20,x2		S	8.0	+4 vs ages < 100 years

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 15,000 / 23,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
	30	60			

INIT	DEX MOD	MISC MOD
3	3	

HERO	SR	DR
		10/magic

RESISTANCES

POOL POINTS

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT
	Stone Plate of the Gargoyles +3			
	- grants 1 hp/level (as Toughness feat)			
	- weight of 10 lbs and no dex penalty			
	Flying Stone Scarab bound to forehead (10,000 gp)			
	- Death from Above - add +5 attack for flying attack			
	- Hover - without fly check			
	- Stretched Wings - increase fly speed to 60'			
	- Wingover - make 180 degree turn w/o fly check			
	- +10 to all other fly skill checks			
	two-handed great sword of the ancients +2			
	- +4 vs anything younger than 100 years			
	- grants DR 5/- to anything younger than 100 years			

WORN MAGIC ITEM EQUIPMENT
EQUIPMENT SLOTS FOR MAGIC ITEMS
BELT:
BODY:
CHEST:
EYES:
FEET:
HANDS:
HEAD:
HEADBAND:
NECK:
RING:
RING:
SHOULDERS:
WRIST:

BAGS & CONTAINERS			
#	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY			
	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD			
SILVER			
COPPER			

TREASURE CARRIED		
#	TREASURE	WEIGHT

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
18.0	0.0	0.0		18.0

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
133	267	400		400	800	2000
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/> MEDIUM <input type="checkbox"/> HEAVY <input type="checkbox"/>				

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