

Wòch
 CHARACTER: gargole Medium Male
 RACE & LA: 53 Lawful Neutral Anubis (OLaoP)
 AGE ALIGNMENT DEITY: Common, Terran, Ancient Osiriani, 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	26	8	18	4	4	
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
191	83	5	Fighter (Two-Handed Fighter)	5	25	5	4	4	4	5
	103	5	Living Monolith	5	20	0	3	3	3	5
TOTAL HP			TOTALS		10	45	5	7	7	10

ABILITY SCORE & RACIAL NOTES

ATTACKS & DEFENSE										
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			

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	15	7	8			
REF	10	7	3			
WILL	8	7	-1	2		

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	15	10		5		
RANGED	13	10		3		
CMB	18	10	CON	8		
CMD	32	-10+	10	8		4



SKILLS						RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC	45
<input checked="" type="checkbox"/> ACROBATICS	DEX	7	1	3	3	
<input type="checkbox"/> APPRAISE	INT	1		1		
<input type="checkbox"/> BLUFF	CHA	-1		-1		
<input checked="" type="checkbox"/> CLIMB	STR	9	1	5	3	
<input checked="" type="checkbox"/> CRAFT: stone idols	INT	5	1	1	3	
<input type="checkbox"/> DIPLOMACY	CHA	-1		-1		
<input type="checkbox"/> DISABLE DEVICE	DEX			3		
<input type="checkbox"/> DISGUISE	CHA	-1		-1		
<input type="checkbox"/> ESCAPE ARTIST	DEX	3		3		
<input checked="" type="checkbox"/> FLY	DEX	27	5	3	3	16
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA	3	1	-1	3	
<input type="checkbox"/> HEAL	WIS	-1		-1		
<input type="checkbox"/> INTIMIDATE	CHA	6	4	-1	3	
<input checked="" type="checkbox"/> KN: dungeoneering	INT	5	1	1	3	
<input checked="" type="checkbox"/> KN: engineering	INT	8	4	1	3	
<input type="checkbox"/> KN: history	INT	5	4	1		
<input type="checkbox"/> KN: religion	INT	3	2	1		
<input type="checkbox"/> KN:	INT			1		
<input type="checkbox"/> KN:	INT			1		
<input checked="" type="checkbox"/> LINGUISTICS	INT			1		
<input checked="" type="checkbox"/> PERCEPTION	WIS	8	6	-1	3	
<input type="checkbox"/> PERFORM:	CHA	-1		-1		
<input checked="" type="checkbox"/> PROF: masonry	WIS	3	1	-1	3	
<input checked="" type="checkbox"/> RIDE	DEX	3		3		
<input type="checkbox"/> SENSE MOTIVE	WIS	8	6	-1	3	
<input type="checkbox"/> SLEIGHT OF HAND	DEX			3		
<input type="checkbox"/> SPELLCRAFT	INT			1		
<input checked="" type="checkbox"/> STEALTH	DEX	14	6	3	3	2
<input checked="" type="checkbox"/> SURVIVAL	WIS	3	1	-1	3	
<input checked="" type="checkbox"/> SWIM	STR	9	1	5	3	
<input type="checkbox"/> USE MAGIC DEVICE	CHA			-1		

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 & Greater Cleave - if hit, attack again
 Damage Reduction (10/magic) Powerful Wings (2 wing attacks) (ISMC-53)
 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 Prestige Class: Living Monolith (PotS-24) (see below)
 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	+15	1d4+5	20,x2		S		
Claws (2)	+15	1d6+5	20,x2		S		
Gore	+15	1d4+5	20,x2		P		
two-handed great sword of the ancients +2	+15+1+2	2d6+10+1+2	17-20,x2		S	8.0	+4 vs ages < 100 years
Wings (2) (secondary attacks)	+15	1d6+5	20x2		B		

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		105,000 / 155,000	
SLOW	MEDIUM	FAST	
SPEED	30	60	
INIT	3	3	DEX MOD + MISC MOD
HERO			
SR		DR	10/magic
RESISTANCES DR 2/-, +5/- < 100 years + DR 1/- enlarged			
POOL POINTS			

