

Wöch
 CHARACTER: gargole Medium Male
 RACE & LA: 53 Lawful Neutral Anubis (OLaoP)
 AGE ALIGNMENT DEITY: Common, Terran, Ancient Osiriani, Sphinx, Osirion
 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	28	9	18	2	2	6
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			
266	83	5	Fighter (Two-Handed Fighter)	5	25	5	4	4	4	5			
	178	10	Living Monolith	10	40	0	5	5	5	10			
TOTAL HP			266	FAVORED CLASS	Fighter	TOTALS	15	65	5	9	9	9	15

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

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	17	9	8			
REF	12	9	3			
WILL	10	9	-1	2		

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	24	15		9		
RANGED	18	15		3		
CMB	23	15	CON	8		
CMD	41	-10+	15	0	12	4



SKILLS					RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS	DEX 7	1	3	3	
* APPRAISE	INT 1		1		
* BLUFF	CHA -1		-1		
* CLIMB	STR 13	1	9	3	
* CRAFT: stone idols	INT 5	1	1	3	
* DIPLOMACY	CHA -1		-1		
* DISABLE DEVICE	DEX		3		
* DISGUISE	CHA -1		-1		
* ESCAPE ARTIST	DEX 3		3		
* FLY	DEX 28	6	3	3	16
* HANDLE ANIMAL	CHA 3	1	-1	3	
* HEAL	WIS -1		-1		
* INTIMIDATE	CHA 10	8	-1	3	
* KN: dungeoneering	INT 5	1	1	3	
* KN: engineering	INT 9	5	1	3	
* KN: history	INT 6	5	1		
* KN: religion	INT 3	2	1		
* KN:	INT		1		
* KN:	INT		1		
* LINGUISTICS	INT 5	1	1	3	
* PERCEPTION	WIS 12	10	-1	3	
* PERFORM:	CHA -1		-1		
* PROF: masonry	WIS 3	1	-1	3	
* RIDE	DEX 3		3		
* SENSE MOTIVE	WIS 12	10	-1	3	
* SLEIGHT OF HAND	DEX		3		
* SPELLCRAFT	INT		1		
* STEALTH	DEX 18	10	3	3	2
* SURVIVAL	WIS 3	1	-1	3	
* SWIM	STR 13	1	9	3	
* 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 & Greater Cleave - if hit, attack again
Damage Reduction (10/magic)	Powerful Wings (2 wing attacks) (ISMC-53)
Improved Natural Armor +3 AC	Throw Anything
Racial Skill Bonus +2 Stealth	Snatch & Drop - grapple & move target half remaining move (ISMC-53)
Fly 50 ft. (average maneuverability)	Fling - throw creature 1d6 dam subject & target (ISMC-53)
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	+24	1d4+9	20,x2		S		
Claws (2)	+24	1d6+9	20,x2		S		
Gore	+24	1d4+9	20,x2		P		
two-handed great sword of the ancients +2	+24+1+2+2	2d6+18+1+2+2	17-20,x2		S	8.0	+4 vs ages < 100 years
Wings (2) (secondary attacks)	+24	1d6+9	20x2		B		

EXPERIENCE		BASE	FLY	SWIM	CLIMB	MISC
SLOW	MEDIUM	635,000				
	FAST	890,000				

SPEED	INIT	HERO	SR	DR	RESISTANCES	POOL POINTS
30	3			10/magic	DR 3/-, +5/- < 100 years + DR 1/- enlarged	

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED
Prestige Class: Living Monolith (PotS-24)		
Soul Stone (Su) - ka stone scarab embedded in forehead		
+2 save vs death, mind effects, & negative levels		
Ka Stone - Toughness as bonus feat		
Stone Blood (Ex) - automatically stabilize,		
immune to bleed and blood drain & all diseases & petrification		
Fortified Flesh DR 3/-, 30% immunity to critical hits & sneak attacks		
Stability (Ex) +4 CMD vs bull rush, trip		
Tombsight (Su) use Deathwatch & Detect Undead at will		
Greater Ka Stone - Enlarge Person becomes Righteous Might		

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED
Righteous Might (2 md/lvl) (4/day) Large Size +4 Str & Con, -2 Dex, +2 AC		
BAB_pc = lvl_pc & DR 4/-, 40% immunity, DR 5/chaos		
damage 2d6-->3d6, 1d4-->1d6, 1d6-->1d8		
Attunement to Stone - Meld Into Stone (at will)		
Summon Sphinx 1/day as Greater Planar Ally, +4 Diplomacy		
Communion w/ Stone - Tremorsense 30'		
Communicate w/ stone per Stone Tell (1/day) & Statue (at will)		
Ageless Stone - Immortal, Immune energy drain & Death		
Judgment of the Monolith - Speak w/ Dead/Mark of Justice (1/day)		
Master Ka Stone - regain 1 hp/lvl when increasing size		

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		
	Belt of Giant Strength +6		
	Osiriani Bonebreaker Gauntlets +2		
	-6 Str, Dex & Con (Will Save 25) (1/day)		
	Matching Ring of the Ka Scarab - Increase Ka Stone use by 1/day		
	Matching Amulet of the Ka Scarab - Increase Ka Stone duration to 2 rnds/lvl		

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
404	809	1213		1213	2426	6065
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/>		MEDIUM <input type="checkbox"/>		HEAVY <input type="checkbox"/>