

Zegar Metalu

CHARACTER Clockwork Mage Medium Construct

RACE & LA 1,000 Neutral Good

AGE ALIGNMENT DEITY

LANGUAGES: common,

Joseph

PLAYER 5' 11" 300 lb None blue adamantium

HEIGHT WEIGHT HAIR EYES SKIN

Built in Nex

HOMELAND & BACKGROUND OCCUPATION



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

Ability Score table with columns: ABILITY SCORE, TOTAL, MOD, BASE, ENHANCE, MISC, TEMP. Rows: STR (16, 3, 16), DEX (21, 5, 21), CON (10, 0, 10), INT (10, 0, 10), WIS (14, 2, 14), CHA (1, -5, 1)

HITPOINTS table with columns: CURRENT HP, HP GAINED, HD, FAVORED CLASS. Values: CURRENT HP 102, HP GAINED 102, HD 9, FAVORED CLASS Mage. TOTAL HP 102.

CLASS RECORDER table with columns: CLASS NAME, BAB, SKILL, FC HPS, FORT, REF, WILL, LEVELS. Values: Mage, BAB 15, SKILL 36, FC HPS 0, FORT 5, REF 12, WILL 7, LEVELS 9.

ABILITY SCORE & RACIAL NOTES table

CONDITIONS & MISCELLANEOUS TRACKING table

ATTACKS & DEFENSE table with columns: ARMOR CLASS, TOUCH, FLAT-FOOT, AC, DODGE, NATURAL, DEFLECT, MISC, TEMP. Values: AC 25, TOUCH 17, FLAT-FOOT 18, DODGE 2, NATURAL 5, DEFLECT 2.

SKILLS table with columns: SKILL, DEX, INT, CHA, WIS, STR, RANKS TOTAL, ABILITY, TRAINED, MISC. Lists skills like Acrobatics, Appraise, Bluff, Climb, Craft, Diplomacy, Disguise, Escape Artist, Fly, Handle Animal, Heal, Intimidate, Perception, Perform, Ride, Sense Motive, Sleight of Hand, Spellcraft, Stealth, Survival, Swim, Use Magic Device.

SAVING THROWS table with columns: FORT, REF, WILL, CLASS BASE, ABILITY, ENHANCE, MISC, TEMP. Values: FORT 5, REF 17, WILL 9, CLASS BASE 5, 12, 7, ABILITY 0, 5, 2.

ATTACKS table with columns: MELEE, RANGED, CMB, CMD, TOTAL, BASE ATTACK BONUS, TEMP, ABILITY, SIZE, MISC. Values: MELEE 18, RANGED 20, CMB 18, CMD 37, BASE ATTACK BONUS 15, 15, 15, ABILITY 3, 5, 3, 8.

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

Feats and Features list: darkvision (60'), low light vision (perception +2), vulnerable to electricity, built with four arms, Special Attacks: Wand Magic Crystal in Chest, Improved Initiative, Lightning Reflexes, Wand Magic (Su), Clockwork Mage (Bestiary 4 page 32), Immunity to Mind affecting effects (B4,p 302), Immunity to Bleed, Disease, Death, Poison, paralysis, Sleep, Stun, Cannot Heal, Must be Repaired, Immune to Ability damage, drain, fatigue, Immune to any effect with Fortitude save (unless harmless), Immediately destroyed when reduced to 0 hp, No raise or resurrected.

ARMOR & WEAPONS

ARMOR table with columns: ARMOR NAME & DESCRIPTION, AC BONUS, MAX DEX, PENALTY, SPELL FAIL, TYPE, WEIGHT. Value: Adamantium Skin, AC BONUS 8.

WEAPON table with columns: WEAPON NAME & DESCRIPTION, ATTACK MODIFIERS, DAMAGE, CRITICAL, RANGE, TYPE, WEIGHT, AMMO & NOTES. Value: slam (x4), ATTACK MODIFIERS +18, DAMAGE 1d4+3, CRITICAL 19-20, TYPE B.

EXPERIENCE table with columns: SLOW, MEDIUM, FAST. Value: MEDIUM checked. SPEED table with columns: BASE, FLY, SWIM, CLIMB, MISC. Value: SPEED 30. INIT table with columns: INIT, DEX MOD, MISC MOD. Value: INIT 9, DEX MOD 5, MISC MOD 4. HERO table. SR 20, DR 5/adaman. RESISTANCES table. POOL POINTS table.

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	1st	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2nd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3rd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CLOSE: 25FT + 5FT / 2 LVL MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

BLOODLINES & PATRONS

BLOODLINE/PATRON
BLOODLINE/PATRON

DOMAINS

DOMAIN
SUBDOMAIN
DOMAIN
SUBDOMAIN
DOMAIN
SUBDOMAIN

WIZARD SPECIALITY SCHOOL

SPECIALITY
FOCUSED
PROHIBITED
PROHIBITED

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	1st	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2nd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3rd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CLOSE: 25FT + 5FT / 2 LVL MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
1			Hold Portal	Abjuration					
1			Shield						
1			Bungle	Enchantment					
1			Sleep						
1			Grease	Conjuration					
1			Summon Monster I						
1			Magic Missile	Evocation					
1			Shocking Grasp						
1			Color Spray	Illusion					
1			Vanish						
1			Cause Fear	Necromancy					
1			Ray of Enfeeblement						
1			Expeditious Retreat	Transmutation					
1			Reduce Person						
2			Protection from Arrows	Abjuration					
2			Resist Energy						
2			Glitterdust	Conjuration					
2			Web						
2			Gust of Wind	Evocation					
2			Scorching Ray						
2			Blur	Illusion					
2			Hypnotic						
2			Blindness	Necromancy					
2			Deafness						
2			Scare						
2			Alter Self	Transmutation					
2			Spider Climb						
2			Daze Monster	Enchantment					
2			Touch of Idiocy						

