

Gond - Follower of Kalinar

Mordulin

Irwin

Character Name

Player Name

Deity

None

Region

Neutral

Alignment

Construct 14

Stone Golem / Construct

Large / 10 ft.

9' 0" / 2000 lbs.

Darkvision (60 ft.),

Low-Light Vision

CLASS

RACE

SIZE / FACE

HEIGHT / WEIGHT

VISION

14 (11)

1517 / 425000

0

Neuter

Character Level (CR)

EXP/NEXT LEVEL

AGE

GENDER

EYES

HAIR

Points

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	28	+9	28	+9		
DEX Dexterity	9	-1	9	-1		
CON Constitution	*	+0	*	+0		
INT Intelligence	*	+0	*	+0		
WIS Wisdom	11	+0	11	+0		
CHA Charisma	1	-5	1	-5		

HP hit points	107	WOUNDS/CURRENT HP			
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SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED			
				10/ Adamantine				Walk 20 ft.			

AC armor class	26	26	8	10	0	0	-1	-1	18	0	0	0	0	0	0	0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	Morale	Insight	Sacred	Profane	MISC

INITIATIVE modifier	-1	-1	+0
TOTAL		DEX MODIFIER	MISC MODIFIER

MISS CHANCE	0	Arcane Spell Failure	0	ARMOR CHECK PENALTY	0	SPELL RESIST	0	ACID RESIST	0	COLD RESIST	0	ELECT. RESIST	0	FIRE RESIST	0
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Encumbrance	Light
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TOTAL SKILLPOINTS: 0	SKILLS	MAX RANKS: 14/14
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SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+4	+4	+0	+0	+0	+0	
REFLEX (dexterity)	+3	+4	-1	+0	+0	+0	
WILL (wisdom)	+4	+4	+0	+0	+0	+0	

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+22/+17/+12	+14/+9/+4	+9	-1	+0	0	
RANGED attack bonus	+12/+7/+2	+14/+9/+4	-1	-1	+0	0	
CMB attack bonus	+24/+19/+14	+14/+9/+4	+9	+1			

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
CMB	+24/+19/+14	+24/+19/+14	+24/+19/+14	+24/+19/+14	+24	+24
CMD	33	33	33	33	33	33

UNARMED (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+18/+13/+8	1d4+9	20/x2	10 ft.

*Slam	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	B	L	20/x2	10 ft.
TOTAL ATTACK BONUS	DAMAGE				
+22/+22	2d10+9				

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	-1	= -1		
✓ Acrobatics (Jump)	DEX	-5	= -1		+ -4
✓ Appraise	INT	0	= 0		
✓ Bluff	CHA	-5	= -5		
✓ Climb	STR	9	= 9		
✓ Craft (Untrained)	INT	0	= 0		
✓ Diplomacy	CHA	-5	= -5		
✓ Disguise	CHA	-5	= -5		
✓ Escape Artist	DEX	-1	= -1		
✓ Fly	DEX	-3	= -1		+ -2
✓ Heal	WIS	0	= 0		
✓ Intimidate	CHA	-5	= -5		
✓ Perception	WIS	0	= 0		
✓ Perform (Untrained)	CHA	-5	= -5		
✓ Ride	DEX	-1	= -1		
✓ Sense Motive	WIS	0	= 0		
✓ Stealth	DEX	-5	= -1		+ -4
✓ Survival	WIS	0	= 0		
✓ Swim	STR	9	= 9		
			= +		+
			= +		+

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

*: weapon is equipped

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Slam	Equipped	1	0 / 0	
TOTAL WEIGHT CARRIED/VALUE		0 lbs.	0gp	

WEIGHT ALLOWANCE				
Light	Medium	Heavy		
800	1600	2400		
Lift over head 2400	Lift off ground 4800	Push / Drag 12000		

MONEY	
Total= 0 gp	

MAGIC	
Languages	
Other Companions	

Special Attacks	
Slow (Su)	[Paizo Inc. - Bestiary, p.163]
A stone golem can use a slow effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet in a burst centered on the golem and a duration of 7 rounds, requiring a DC 17 Will save to negate.	

Special Qualities	
Construct Traits (Ex)	[Paizo Inc. - Core Rulebook, p.299]
Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.	
Darkvision (Ex)	[Paizo Inc. - Bestiary]
Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.	
Immunity to Ability Damage (Ex)	[Paizo Inc. - Bestiary, p.301]
You are immune to ability damage attacks.	
Immunity to Ability Drain (Ex)	[Paizo Inc. - Bestiary, p.301]
You are immune to ability drain attacks.	
Immunity to Death Effects (Ex)	[Paizo Inc. - Bestiary, p.301]
You are never subject to death effects.	
Immunity to Death from Massive Damage (Ex)	[Paizo Inc. - Bestiary, p.301]
You are not at risk of death from massive damage.	
Immunity to Disease (Ex)	[Paizo Inc. - Bestiary, p.301]
You are never subject to disease effects.	
Immunity to Energy Drain (Ex)	[Paizo Inc. - Bestiary, p.301]
You are immune to energy drain attacks.	
Immunity to Exhaustion (Ex)	[Paizo Inc. - Bestiary, p.301]
You can never be exhausted.	
Immunity to Fatigue (Ex)	[Paizo Inc. - Bestiary, p.301]
You can never be fatigued.	
Immunity to Magic (Ex)	[Paizo Inc. - Bestiary, p.163]
A stone golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. * A transmute rock to mud spell slows a stone golem (as the slow spell) for 2d6 rounds, with no saving throw, while transmute mud to rock heals all of its lost hit points. * A stone to flesh spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 full round.	
Immunity to Mind-Affecting Effects (Ex)	[Paizo Inc. - Bestiary, p.301]
You are never affected by mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).	
Immunity to Necromancy (Ex)	[Paizo Inc. - Bestiary, p.301]

You are never subject to necromancy effects.	
Immunity to Nonlethal Damage (Ex)	[Paizo Inc. - Bestiary, p.301]
You are never subject to nonlethal damage.	
Immunity to Paralysis (Ex)	[Paizo Inc. - Bestiary, p.301]
You can never be paralyzed.	
Immunity to Poison (Ex)	[Paizo Inc. - Bestiary, p.301]
You never take poison damage.	
Immunity to Sleep (Ex)	[Paizo Inc. - Bestiary, p.301]
You are never subject to sleep effects.	
Immunity to Stunning (Ex)	[Paizo Inc. - Bestiary, p.301]
You are never subject to stunning.	
Low-Light Vision (Ex)	[Paizo Inc. - Bestiary]
You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.	
Proficiencies	
Slam	

Gond- Follower of Kalinar Mordulin

Stone Golem

RACE

0

AGE

Neuter

GENDER

Darkvision (60 ft.), Low-Light Vision

VISION

Neutral

ALIGNMENT

Right

DOMINANT HAND

9' 0"

HEIGHT

2000 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Construct

Race Type

Race Sub Type

Description:

Biography: