

Stinky

Character Name

Vermín

Class

Peter B

Player

Monstrous Hunting Spider

Race

Neutral

Alignment

Campaign

Current XP

Deity

Next Level XP

Hair

XP Change

Level

Size

Age

Gender

Height

Weight

Eyes

Ability

Score

Mod

Temp Score

Temp Mod

STR

15

2

DEX

17

3

CON

12

1

INT

-

NaN

WIS

10

0

CHA

2

-4

HP

22

AC

14

= 10

+

0

+

0

+

3

+

-1

+

2

+

0

+

0

TOTAL

22

Current HP

22

Nonlethal Damage

Hit Dice

4D8+4

Damage Reduction

TOTAL

10

Armor

0

Shield

3

Dex

-1

Size

2

Natural

0

Deflect

0

Misc

Touch

12

Flat-footed

11

INIT

3

=

3

+

0

40/20 climb

Speed

Armor Type

Character Portrait - Click to Link Image

(125x193px)

Saving Throws

FORTITUDE

5

=

4

+

1

+

0

+

0

+

0

REFLEX

4

=

1

+

3

+

0

+

0

+

0

WILL

1

=

1

+

0

+

0

+

0

Total

5

=

4

+

1

+

0

+

0

+

0

Base

4

+

1

+

0

+

0

+

0

Ability Mod

1

+

0

+

0

+

0

Magic Mod

0

+

0

+

0

Misc Mod

0

+

0

Temp Mod

0

Light Load

132

Med Load

266

Max Load

400

Over Head

400

Off Ground

800

Push/ Drag

2000

MELEE

GRAPPLE

RANGED

Total Attack Bonus

+4

=

3

+

2

+

-1

+

0

+

0

Base Attack Bonus

3

+

2

+

4

+

0

+

0

Str Mod

2

+

2

+

-1

+

0

Size Mod

-1

+

4

+

0

Misc Mod

0

+

0

Temp Mod

0

Total Attack Bonus

+9

=

3

+

2

+

4

+

0

+

0

Base Attack Bonus

3

+

2

+

4

+

0

+

0

Str Mod

2

+

2

+

4

+

0

Size Mod

-1

+

4

+

0

Misc Mod

0

+

0

Temp Mod

0

Total Attack Bonus

-

=

3

+

3

+

-1

+

0

+

0

Base Attack Bonus

3

+

3

+

-1

+

0

+

0

Str Mod

3

+

-1

+

0

Size Mod

-1

+

0

Misc Mod

0

+

0

Temp Mod

0

Weapon

Bite

Special Properties

Total Attack Bonus

+4

Ammunition

Damage

1d8+3+Posion 1d6STR

Weight

Critical

Size

Range

Type

Weapon

Special Properties

Total Attack Bonus

Ammunition

Damage

Weight

Critical

Size

Range

Type

Weapon

Special Properties

Total Attack Bonus

Ammunition

Damage

Weight

Critical

Size

Range

Type

Weapon

Special Properties

Total Attack Bonus

Ammunition

Damage

Weight

Critical

Size

Range

Type

Armor/Protective Item

Special Properties

Type

Weight

AC Bonus

Spell Fail

Check Pen

Speed

Max Dex

Shield/Protective Item

Special Properties

Type

Weight

AC Bonus

Spell Fail

Check Pen

Speed

Max Dex

Feats & Special Abilities

Racial Feat: Posion

Racial Feat: Darkvision 60 ft.

Racial Feat: Tremorsense 60 ft.

Racial bonus: +8 Spot, +10 Jump

Racial bonus: +4 Hide, +8 Climb

Hunting Spider +10 speed over listed value

Poison (Ex): A monstrous spider has a poisonous bite. The details vary by the spider's size, as shown on the table below. The save DCs are Constitution-based. The indicated damage is initial and secondary damage.

Large SPider DC 13 Dmg 1D6 Str.

Tremorsense (Ex): When awake a monstrous spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's webs.

Web (Ex): Both types of monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size.

VERMIN TRAITS:

Trait: Mindless - Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Trait: Proficient with their natural weapons only.

Trait: Not proficient with any armor.

Trait: Vermín breathe, eat, and sleep

Max Rank /

Other Possessions

[illegible]