

Advanced Hunefer

NAME

Und70

CLASS

70

Character Level

0

EXPERIENCE

2485000

NEXT LEVEL

PLAYERNAME

Hunefer

RACE

0

AGE

Gargantuan

SIZE

Male

GENDER

0' 0"

HEIGHT

,

EYES

0 lbs.

WEIGHT

HAIR

Lawful Evil

ALIGNMENT

Blindsight (300'),
Darkvision (60')

VISION

0

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	52	+21	52	+21	76	+33
DEX Dexterity	44	+17	44	+17	40	+15
CON Constitution	*	+0	*	+0	*	+0
INT Intelligence	26	+8	26	+8	26	+8
WIS Wisdom	40	+15	40	+15	40	+15
CHA Charisma	42	+16	48	+19	48	+19

HP
hit points

566

WOUNDS/CURRENT HP

AC
armor class

68

TOTAL

53

FLAT

39

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

15

STAT

-4

SIZE

29

NATURAL

18

MISC

DAMAGE REDUCTION

10/-

MISS CHANCE

SPEED

Walk 100 ft.

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

39

SPELL RESIST

INITIATIVE
modifier

+23

TOTAL

+15

DEX MODIFIER

+8

MISC MODIFIER

BASE ATTACK
bonus

+35/+30/+25/+20/+15/+

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+25	=+23	+0	+0	+2	+0		
REFLEX (dexterity)	+40	=+23	+15	+0	+2	+0		
WILL (wisdom)	+52	=+37	+15	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+64/+59/+54/+49	=+35/+30/+25/+20	+33	-4	+0	+0	
RANGED attack bonus	+46/+41/+36/+31	=+35/+30/+25/+20	+15	-4	+0	+0	
GRAPPLE attack bonus	+80/+75/+70/+65	=+35/+30/+25/+20	+33	+12	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+69/+64/+59/+54	1d8+38	20/x2

*Slam	CURRENT HAND	TYPE	SIZE	CRITICAL
	Primary	B	M	19-20/x2
TOTAL ATTACK BONUS	DAMAGE			
+72/+72	12d6+38			
Special Properties				

*: 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.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Ring of Protection +8		+8		+0	0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	73/36.5
✓ Bluff	CHA	55	= 19	+ 36.5	+
✓ Climb	STR	34	= 33	+ 1.5	+
✓ Concentration	CON	92	= 0	+ 73.0	+ 19
✓ Intimidate	CHA	59	= 19	+ 36.5	+ 4
✓ Jump	STR	138	= 33	+ 73.0	+ 32
Knowledge (Religion)	INT	81	= 8	+ 73.0	+
Knowledge (The Planes)	INT	81	= 8	+ 73.0	+
✓ Listen	WIS	88	= 15	+ 73.0	+
✓ Search	INT	81	= 8	+ 73.0	+
✓ Sense Motive	WIS	88	= 15	+ 73.0	+
✓ Spot	WIS	88	= 15	+ 73.0	+
✓ Tumble	DEX	59	= 15	+ 36.5	+ 8
			= +	+	
			= +	+	

✓: can be used untrained. X: exclusive skills

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Amulet of Mighty Fists +5	Equipped	1	0.0	150000.0
Cloak of Charisma +6	Equipped	1	2.0	36000.0
Ring of Protection +8	Equipped	1	0.0	1280000.0
Ring of Universal Energy Resistance, Greater	Equipped	1	0.0	308000.0
Absorbs 30 points of damage from all types of energy (fire, cold, electricity, acid, sonic)				
Slam	Equipped	1	0.0	0.0
TOTAL WEIGHT CARRIED/VALUE			2 lbs. 1774000.0	gp

WEIGHT ALLOWANCE					
Light	2512213	Medium	5024427	Heavy	7536640
Lift over head	7536640	Lift off ground	15073280	Push / Drag	37683200

SPECIAL ABILITIES
Blindsight 300 ft. (Ex)
Despair (Su)
Devastating Critical DC78
Fast Healing 30 (Ex)
Hunefer Rot (Su)
Immune to any effect that requires a Fortitude save (unless it works on objects or is harmless)
Immune to damage to STR/DEX/CON as well as to fatigue and exhaustion effects
Immune to poison/ sleep effects/ paralysis/ stunning/ disease/ and death effects
Negative energy can heal undead creatures
Not affected by Raise Dead and Reincarnate spells/abilities (but Resurrection and True Resurrection return the undead into their former living self)
Not at risk from death from massive damage (but destroyed when reduced to 0 hp)
Not subject to critical hits/ nonlethal damage/ ability drain/ or energy drain
Undead do not eat/sleep/breathe
Undead Traits
Vulnerability to Fire (Ex)

FEATS	
Boost Spell Resistance	If you already have innate spell resistance, you gain a +2 profane bonus to it.
Cleave	If you deal a creature enough damage to make it drop, you get an immediate, extra melee attack against another creature within reach. You can use this ability once per round.
Combat Expertise	When you use the attack action or the full attack action in melee, you can take a penalty of as much as -5 on your attack roll and add the same number as a dodge bonus to your Armor Class.
Combat Reflexes	You may make a number of additional attacks of opportunity equal to your Dexterity bonus.
Devastating Critical (Slam)	See Text
Dire Charge	See Text
Dodge	During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.
Epic Toughness	See Text
Epic Weapon Focus (Slam)	See Text
Eyes in the Back of Your Head	Attackers do not gain the usual +2 attack bonus when flanking you.
Great Cleave	This feat works like Cleave, except that there is no limit to the number of times you can use it per round.
Great Fortitude	You get a +2 bonus on all Fortitude saving throws.
Improved Combat Reflexes	See Text
Improved Critical (Slam)	When using the weapon you selected, your threat range is doubled.
Improved Disarm	You do not provoke an attack of opportunity when you attempt to disarm an opponent, nor does the opponent have a chance to disarm you. You also gain a +4 bonus on the opposed attack roll you make to disarm your opponent.
Improved Initiative	You get a +4 bonus on initiative checks.
Improved Natural Attack (Slam)	The damage for the selected natural weapon increases by one step, as if the creature's size had increased by one category.
Lightning Reflexes	You get a +2 bonus on all Reflex saving throws.
Mobility	You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area.
Overwhelming Critical (Slam)	You deal extra damage on a successful critical hit
Power Attack	On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus.
Superior Initiative	See Text
Toughness	You gain +3 hit points.
Weapon Focus (Slam)	You gain a +1 bonus on all attack rolls you make using the selected weapon.

PROFICIENCIES
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Doubt Bomb, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shortsphear, Sickle, Slam, Sling, Spear, Spells(Ray), Unarmed Strike, Venomous Fire

LANGUAGES

TEMPLATES

Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
At Will	Chain Lightning	35	Reflex half	1 standard action	Instantaneous	Long (1480 ft.)	V, S, F	Yes	Evocation [Electricity]	RSRD: SpellsC.rtf
	Effect: 20d6 damage; 20 secondary bolts each deal half damage.					Target: One primary target, plus 27 secondary targets [each of which must be within 30 ft. of the primary target]			Caster Level: 27	
At Will	Displacement	32	Will negates (harmless)	1 standard action	27 rounds [D]	Touch	V, M	Yes (harmless)	Illusion (Glamour)	RSRD: SpellsD-E.rtf
	Effect: Attacks miss subject 50%.					Target: Creature touched			Caster Level: 27	
At Will	Haste	32	Fortitude negates (harmless)	1 standard action	27 rounds	Close (90 ft.)	V, S, M	Yes (harmless)	Transmutation	RSRD: SpellsH-L.rtf
	Effect: 27 creatures moves faster, +1 on attack rolls, AC, and Reflex saves.					Target: 27 creatures, no two of which can be more than 30 ft. apart			Caster Level: 27	
At Will	Knock	31	None	1 standard action	Instantaneous; see text	Medium (370 ft.)	V	No	Transmutation	RSRD: SpellsH-L.rtf
	Effect: Opens locked or magically sealed door.					Target: One door, box, or chest with an area of up to 10 sq. ft./level			Caster Level: 27	
At Will	Dispel Magic, Greater	35	None	1 standard action	Instantaneous	Medium (370 ft.)	V, S	No	Abjuration	RSRD: SpellsD-E.rtf
	Effect: As dispel magic, but +20 on check.					Target: One spellcaster, creature, or object; or 20-ft.-radius burst			Caster Level: 27	
At Will	Passwall	34	None	1 standard action	27 hours [D]	Touch	V, S, M	No	Transmutation	RSRD: SpellsP-R.rtf
	Effect: Creates passage through wood or stone wall.					Target: 5 ft. by 8 ft. opening, 55 ft. deep			Caster Level: 27	
At Will	Scrying	33	Will negates	1 hour	27 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)	RSRD: SpellsS.rtf
	Effect: Spies on subject from a distance.					Target: Magical sensor			Caster Level: 27	
At Will	Teleport, Greater	36	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)	RSRD: SpellsT-Z.rtf
	Effect: As teleport, but no range limit and no off-target arrival.					Target: You and touched objects or other touched willing creatures			Caster Level: 27	
At Will	True Seeing	35	Will negates (harmless)	1 standard action	27 minutes	Touch	V, S, M	Yes (harmless)	Divination	RSRD: SpellsT-Z.rtf
	Effect: Lets you see all things as they really are.					Target: Creature touched			Caster Level: 27	
At Will	Unholy Aura	37	See text	1 standard action	27 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Evil]	RSRD: SpellsT-Z.rtf
	Effect: +4 to AC, +4 resistance, and SR 25 against good spells.					Target: 27 creatures in a 20-ft.-radius burst centered on you			Caster Level: 27	
At Will	Weird	38	Will disbelief (if interacted with), then Fortitude partial; see text	1 standard action	Instantaneous	Medium (370 ft.)	V, S	Yes	Illusion (Phantasm) [Fear, Mind-Affecting]	RSRD: SpellsT-Z.rtf
	Effect: As phantasmal killer, but affects all within 30 ft.					Target: Any number of creatures, no two of which can be more than 30 ft. apart			Caster Level: 27	
* =Domain/Speciality Spell										

Innate

At Will Chain Lightning (DC:35)
At Will Displacement (DC:32)
At Will Haste (DC:32)
At Will Knock (DC:31)
At Will Dispel Magic, Greater
(DC:35)
At Will Passwall (DC:34)
At Will Scrying (DC:33)
At Will Teleport, Greater (DC:36)
At Will True Seeing (DC:35)
At Will Unholy Aura (DC:37)
At Will Weird (DC:38)

Notes:

Character Sheet Notes: