

Astral Construct Abilities

Menu A

Additional Attack: One additional attack at highest attack bonus; both attacks -2 to attack roll.

Armor (Ex): +1 deflection bonus to AC.

Fly (Ex): Construct has physical wings (6-foot wingspan). Speed 60 ft. (average).

Resistance (Ex): Choose one of fire, cold, acid, electricity, or sonic resistance 5. The same resistance can be chosen multiple times and stacks: For example, picking fire resistance three times would give a total resistance of 15.

Sprint (Ex): Once per hour, the construct can take a charge action to move 10 times normal speed.

Swim: Construct becomes streamlined and sharklike. Speed 60 feet.

Trample (Ex): As a standard action during its turn each round, the construct can literally run over an opponent at least one size smaller than itself. It merely has to move over the opponent to deal bludgeoning damage equal to 1d4 + Strength modifier (see Trample in the introduction of the *Monster Manual*).

Trip (Ex): If the construct hits with a slam attack it can attempt to trip the opponent as a free action (see Chapter 8 of the *Player's Handbook*) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the astral construct.

Menu A (Advanced Construction)

Brawn (Ex): Construct does an additional +1 point of damage on a successful melee attack. (Multiple selections stack, and you cannot select this ability more than 8 times.)

Claws (Ex): The construct has razor sharp claws. Attacks are now considered claw attacks instead of slams. Damage from these claw attacks is 1d8 + Strength modifier. The claw attacks are considered slashing or piercing weapons. The type is chosen when the construct is manifested. (If the construct has the extra arms ability, this ability must be chosen twice to affect both sets of arms.)

Cleave (Ex): The cleave extraordinary ability works as the Cleave feat, and though no prerequisites are required (Str 13+, Power Attack), constructs do not get the benefits from the prerequisites, either.

Dodge (Ex): The dodge extraordinary ability works as the Dodge feat, and though no prerequisites are required (Dex 13+), constructs do not get the benefits from the prerequisites, either.

Improved Bull Rush (Ex): The improved bull rush extraordinary ability works as the Improved Bull Rush feat, and though no prerequisites are required (Str 13+, Power Attack), constructs do not get the benefits from the prerequisites, either.

Power Attack (Ex): The power attack extraordinary ability works as the Power Attack feat, and though no prerequisites are required (Str 13+), constructs do not get the benefits from the prerequisites, either.

Spiked Armor (Ex): The construct's body is covered in spikes. The spikes allow the construct to deal 1d6 points of piercing damage (x2 critical) with a successful trample, squeeze, bull rush, or grapple attack.

Menu B

Buff (Ex): Construct gains 3d10 temporary hit points (multiple selections do not stack).

Charge (Ex): If the construct charges a foe during the first round of combat, it can make a full attack even if it has already taken a move action. If it has the squeeze ability, it can also use this (see entry below).

Heavy Armor (Ex): +4 deflection bonus to AC.

Improved Grab (Ex): To use this ability the construct must hit with its slam attack. If it gets a hold, it can squeeze (must have the squeeze ability; see entry below).

Smack Down (Su): Once per day the construct can make a normal attack to deal additional damage equal to its HD.

Squeeze (Ex): A construct that gets a hold can make a squeeze attack (+9 melee) to deal damage of 2d4 + Strength modifier. If it charges an opponent on the first round of combat, it can also squeeze (must also have the charge ability; see entry above)

Power Level	Astral Construct Level								
	I	II	III	IV	V	VI	VII	VIII	IX
1	1	-	-	-	-	-	-	-	-
2	d3	1	-	-	-	-	-	-	-
3	d4+1	d3	1	-	-	-	-	-	-
4	d4+1	d4+1	d3	1	-	-	-	-	-
5	d4+1	d4+1	d4+1	d3	1	-	-	-	-
6	d4+1	d4+1	d4+1	d4+1	d3	1	-	-	-
7	d4+1	d4+1	d4+1	d4+1	d4+1	d3	1	-	-
8	d4+1	d4+1	d4+1	d4+1	d4+1	d4+1	d3	1	-
9	d4+1	d4+1	d4+1	d4+1	d4+1	d4+1	d4+1	d3	1

Menu B (Advanced Construction)

Astral Repair (Ex): The astral construct heals 2 hit points each round so long as it has at least 1 hit point.

Carapace (Ex): The construct's surface forms hard, armorlike plates. The construct gains a damage reduction of 10/+1. This replaces any damage reduction the construct might already have.

Energy Touch (Ex): The construct's physical attacks do 1d4 points of energy damage (fire, cold, electricity, sonic, acid) in addition to their standard damage. The type of energy is chosen when the construct is manifested. (Multiple selections stack and may be of different energy types. You cannot select this ability more than 5 times.)

Extra Arms (Ex): The construct has an additional set of arms and can make an additional attack with an attack bonus equal to its highest attack bonus -2. (A construct with squeeze or rend can use that ability with these arms, as well.) This ability cannot be chosen more than once.)

Expertise (Ex): The expertise extraordinary ability works as the Expertise feat, and though no prerequisites are required (Int 13+), constructs do not get the benefits from the prerequisites, either.

Great Cleave (Ex): The great cleave extraordinary ability works as the Great Cleave feat, and though no prerequisites are required (Str 13+, Power Attack, Cleave, base attack bonus +4 or higher), constructs do not get the benefits from the prerequisites, either.

Improved Critical (Ex): The improved critical extraordinary ability works as the Improved Critical feat, and though no prerequisites are required (proficient with weapon, base attack bonus +8 or higher), constructs do not get the benefits from the prerequisites, either.

Improved Fly (Ex): Construct has physical wings (12-foot wingspan) and a speed of 120 feet (average). (This is similar to the power in the *Psonics Handbook*, though slower.)

Improved Swim (Ex): Construct becomes streamlined and sharklike with a large (8-foot-wide) tail. Its speed is 120 feet.

Mobility (Ex): The mobility extraordinary ability works as the Mobility feat, and though no prerequisites are required (Dex 13+, Dodge), constructs do not get the benefits from the prerequisites, either.

Poison Touch (Ex): The construct is covered in a shimmering purple liquid. If the construct hits with a melee attack, the target must make an initial Fortitude save (DC 15) or take 1d2 points of temporary Wisdom damage. A minute later, the target must save again (Fortitude save DC 15) or lose 1d4 points of temporary Wisdom damage.

Reach (Ex): The construct's arms elongate, which increases its reach by 5 feet. (If the construct has the extra arms ability, this ability must be chosen twice to affect both sets of arms.)

Spike Volley (Ex): The construct can send forth a volley of 3 spikes as a standard action. This ranged attack has a range of 120 feet with no range increment. These spike attacks are treated as thrown weapons, so the construct's Strength bonus is applied to damage (see page 97 of the *Player's Handbook* for more on thrown weapons). Damage is 1d6 + Strength modifier per spike. The construct can use this attack up to three times. (The construct must have the spiked armor ability to use this attack.) This volley can be fired in any direction (including straight up) regardless of the direction the construct is facing.

Stunning Fist (Ex): The stunning fist extraordinary ability works as the Stunning Fist feat, and though no prerequisites are required (Dex 13+, Improved Unarmed Strike, Wis 13+, base attack bonus +8 or higher), constructs do not get the benefits from the prerequisites, either.

Tough (Ex): The construct receives 7 hit points per die, instead of 5.5 per die.

Menu C

Concussion (Sp): Manifest *concussion* as a free action (once per round)

Cone of Sound (Sp): Manifest *cone of sound* as a standard action.

Dimension Slide (Sp): Manifest *dimension slide* as a move-equivalent action.

Extra Buff (Ex): Construct gains 10d10 temporary hit points (multiple selections do not stack)

Gore (Ex): Construct has horns and gains one additional gore attack with and attack bonus equal to slam attack bonus +15, dealing damage of 1d8 + Strength modifier.

Invisibility (Sp): Manifest *invisibility* (self only) as a standard action.

See Invisibility (Su): Can see *invisibility* (as the power) at all times.

Superheavy Armor (Ex): +7 deflection bonus to AC.

Menu C (Advanced Construction)

Ectoplasmic Form (Sp): The construct manifests *ectoplasmic form* as a standard action.

Hardened Carapace (Ex): The construct's surface forms hard, armorlike plates. The construct gains a damage reduction of 15/+2. This replaces any damage reduction the construct might already have.

Power Resistance (Ex): The construct gains a power resistance of 5 + the construct's Hit Dice. This ability can be chosen multiple times and adds 5 to the power resistance of the construct. For example, choosing this ability three times for an *astral construct IX* would give a total power resistance of 34 (19 + 5 + 5 + 5 = 34)

Rend (Ex): A construct that hits with its claw attack does an additional 2d6 + 1.5 times its Strength modifier points of damage. (It must also have the claws ability; see entry above. A construct cannot use squeeze and rend in the same round.)

Spike Flurry (Ex): The construct can send forth a hail of spikes as a standard action. The attack is a cone shape with a range of 60 feet. Anyone caught in the flurry is immediately struck by 2d4 spikes that deal 1d6 damage each. A successful Reflex save (DC 13) halves the damage. This attack can be used only once. (The construct must have the spiked armor ability to use this attack.)

Spring Attack (Ex): The spring attack extraordinary ability works as the Spring Attack feat, and though no prerequisites are required, constructs do not get the benefits from the prerequisites, either.

Tail Slap (Ex): The construct has a tail and gains one additional slam attack with an attack bonus equal to its highest attack bonus -2, and it deals damage of 2d8 + 1.5 times its Strength modifier (A construct cannot have a tail if it has extra arms.)

Tougher (Ex): The construct receives 8.5 hit points per die, instead of 5.5 per die.

Whirlwind Attack (Ex): The whirlwind attack extraordinary ability works as the Whirlwind Attack feat, and though no prerequisites are required (Int 13+, Expertise, Dex 13+, Dodge, Mobility, base attack bonus +4 or higher, Spring Attack), constructs do not get the benefits from the prerequisites, either.

Menu D (Advanced Construction)

Amplified Invisibility (Sp): The construct manifests *amplified invisibility* (self only) as a standard action.

Extra Hard Carapace (Ex): The construct's surface forms hard, armorlike plates. The construct gains a damage reduction of 20/+3. This replaces any damage reduction the construct might already have.

Mass Concussion (Sp): The construct manifests *mass concussion* as a free action 3 times per day.

Super Buff (Ex): The construct gains 17d10 temporary hit points. Multiple selections do not stack.

Toughest (Ex): The construct receives 10 hit points per die, instead of 5.5 per die.

Ultraheavy Armor (Ex): The construct gains a +10 deflection bonus to AC.

Whitefire Aura (Ex): The entire surface of the construct radiates with an intense white-hot flame. Creatures within 5 feet of the construct take 5d4 points of damage. The fire ignites combustibles as the *whitefire* power. Once activated, the aura burns for a number of rounds equal to half of the construct's Hit Dice. Multiple selections do not stack.

Astral Construct Quick Reference

Astral Construct I

(Small Construct)

Hit Dice: 1d10 (5hp)
Initiative: +2 (dex)
Speed: 40ft
AC: 14 (+1 size, +2 Dex, +1 natural)
Attacks: Slam +2 melee
Damage: Slam 1d4+1
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: 1 ability from Menu A

Saving Throws

Fortitude: +0
 Reflex: +2
 Willpower: +1

Abilities

STR	13	INT	--
DEX	15	WIS	12
CON	--	CHA	6

CR: 1/3

Astral Construct II

(Medium-Size Construct)

Hit Dice: 2d10 (11hp)
Initiative: +2 (dex)
Speed: 40ft
AC: 14 (+2 Dex, +2 natural)
Attacks: Slam +2 melee
Damage: Slam 1d6+1
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: 2 abilities from Menu A

Saving Throws

Fortitude: +0
 Reflex: +2
 Willpower: +1

Abilities

STR	13	INT	--
DEX	15	WIS	12
CON	--	CHA	6

CR: 1

Astral Construct III

(Medium-Size Construct)

Hit Dice: 2d10 (11hp)
Initiative: +2 (dex)
Speed: 40ft
AC: 16 (+2 Dex, +4 natural)
Attacks: Slam +4 melee
Damage: Slam 1d6+4
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: 3 abilities from Menu A

Saving Throws

Fortitude: +0
 Reflex: +2
 Willpower: +2

Abilities

STR	17	INT	--
DEX	15	WIS	15
CON	--	CHA	6

CR: 2

Astral Construct IV

(Large Construct)

Hit Dice: 5d10 (27hp)
Initiative: +2 (dex)
Speed: 50ft
AC: 16 (-1 size, +2 Dex, +5 natural)
Attacks: Slam +9 melee
Damage: Slam 1d8+10
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: 1 ability from Menu B
Special Qualities: Damage reduction 5/+1

Saving Throws

Fortitude: +0
 Reflex: +3
 Willpower: +3

Abilities

STR	25	INT	--
DEX	15	WIS	15
CON	--	CHA	6

CR: 4

Astral Construct V

(Large Construct)

Hit Dice: 7d10 (38hp)
Initiative: +2 (dex)
Speed: 50ft
AC: 17 (-1 size, +2 Dex, +6 natural)
Attacks: Slam +13 melee
Damage: Slam 1d8+13
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: 2 abilities from Menu B
Special Qualities: Damage reduction 5/+1

Saving Throws

Fortitude: +2
 Reflex: +4
 Willpower: +4

Abilities

STR	29	INT	--
DEX	15	WIS	15
CON	--	CHA	6

CR: 5

Astral Construct VI

(Large Construct)

Hit Dice: 10d10 (55hp)
Initiative: +2 (dex)
Speed: 50ft
AC: 18 (-1 size, +2 Dex, +7 natural)
Attacks: Slam +15/+10 melee
Damage: Slam 1d8+13
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: 3 abilities from Menu B
Special Qualities: Damage reduction 5/+2

Saving Throws

Fortitude: +3
 Reflex: +5
 Willpower: +5

Abilities

STR	29	INT	--
DEX	15	WIS	15
CON	--	CHA	6

CR: 7

Astral Construct VII

(Large Construct)

Hit Dice: 13d10 (71hp)
Initiative: +2 (dex)
Speed: 50ft
AC: 19 (-1 size, +2 Dex, +8 natural)
Attacks: Slam +18/+13 melee
Damage: Slam 1d8+15
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: 1 ability from Menu C
Special Qualities: Damage reduction 10/+3

Saving Throws

Fortitude: +4
 Reflex: +6
 Willpower: +6

Abilities

STR	31	INT	--
DEX	15	WIS	15
CON	--	CHA	6

CR: 8

Astral Construct VIII

(Large Construct)

Hit Dice: 16d10 (88hp)
Initiative: +2 (dex)
Speed: 50ft
AC: 20 (-1 size, +2 Dex, +9 natural)
Attacks: Slam +23/+18/+13 melee
Damage: Slam 1d8+18
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: 2 abilities from Menu C
Special Qualities: Damage reduction 10/+3

Saving Throws

Fortitude: +5
 Reflex: +7
 Willpower: +7

Abilities

STR	35	INT	--
DEX	15	WIS	15
CON	--	CHA	6

CR: 9

Astral Construct IX

(Huge Construct)

Hit Dice: 19d10 (104hp)
Initiative: +2 (dex)
Speed: 50ft
AC: 20 (-2 size, +2 Dex, +10 natural)
Attacks: Slam +25/+20/+15 melee
Damage: Slam 2d6+19
Face/Reach: 10 ft. by 10 ft./15 ft.
Special Attacks: 3 abilities from Menu C
Special Qualities: Damage reduction 10/+3

Saving Throws

Fortitude: +6
 Reflex: +8
 Willpower: +8

Abilities

STR	37	INT	--
DEX	15	WIS	15
CON	--	CHA	6

CR: 10

Astral Construct Combat Reference

ID :	ID :	ID :	ID :	ID :	ID :	ID :	ID :
Init :	Init :	Init :	Init :	Init :	Init :	Init :	Init :
AC :	AC :	AC :	AC :	AC :	AC :	AC :	AC :
HP :	HP :	HP :	HP :	HP :	HP :	HP :	HP :
DR :	DR :	DR :	DR :	DR :	DR :	DR :	DR :
Resistances :	Resistances :	Resistances :	Resistances :	Resistances :	Resistances :	Resistances :	Resistances :
Attacks :	Attacks :	Attacks :	Attacks :	Attacks :	Attacks :	Attacks :	Attacks :

ID :	ID :	ID :	ID :	ID :	ID :	ID :	ID :
Init :	Init :	Init :	Init :	Init :	Init :	Init :	Init :
AC :	AC :	AC :	AC :	AC :	AC :	AC :	AC :
HP :	HP :	HP :	HP :	HP :	HP :	HP :	HP :
DR :	DR :	DR :	DR :	DR :	DR :	DR :	DR :
Resistances :	Resistances :	Resistances :	Resistances :	Resistances :	Resistances :	Resistances :	Resistances :
Attacks :	Attacks :	Attacks :	Attacks :	Attacks :	Attacks :	Attacks :	Attacks :

Astral Construct I - Worksheet

Character Name: _____

Date: _____

Player Name: _____

Page: ____ of ____

<input style="width: 40px; height: 20px;" type="checkbox"/>	Astral Construct I (Small Construct)	Modifiers	Totals	
Hit Dice:	1d10 (5hp)	_____	_____	
Initiative:	+2 (dex)	_____	_____	
Speed:	40ft	_____	_____	
AC:	14	_____	_____	
Attacks:	Slam +2 melee	_____	_____	
Damage:	Slam 1d4+1	_____	_____	
Face/Reach:	5 ft. by 5 ft./5 ft.	_____	_____	
Special Attacks:	1 ability from Menu A	_____	_____	
Saving Throws	CR:			
Fortitude:	+0 1/3	_____	_____	
Reflex:	+2	_____	_____	
Willpower:	+1	_____	_____	
Abilities				Abilities
STR	13 INT --	_____	_____	_____
DEX	15 WIS 12	_____	_____	_____
CON	-- CHA 6	_____	_____	_____

<input style="width: 40px; height: 20px;" type="checkbox"/>	Astral Construct I (Small Construct)	Modifiers	Totals	
Hit Dice:	1d10 (5hp)	_____	_____	Notes
Initiative:	+2 (dex)	_____	_____	
Speed:	40ft	_____	_____	
AC:	14	_____	_____	
Attacks:	Slam +2 melee	_____	_____	
Damage:	Slam 1d4+1	_____	_____	
Face/Reach:	5 ft. by 5 ft./5 ft.	_____	_____	
Special Attacks:	1 ability from Menu A	_____	_____	
Saving Throws	CR:			
Fortitude:	+0 1/3	_____	_____	
Reflex:	+2	_____	_____	
Willpower:	+1	_____	_____	
Abilities				Abilities
STR	13 INT --	_____	_____	_____
DEX	15 WIS 12	_____	_____	_____
CON	-- CHA 6	_____	_____	_____

<input style="width: 40px; height: 20px;" type="checkbox"/>	Astral Construct I (Small Construct)	Modifiers	Totals	
Hit Dice:	1d10 (5hp)	_____	_____	Notes
Initiative:	+2 (dex)	_____	_____	
Speed:	40ft	_____	_____	
AC:	14	_____	_____	
Attacks:	Slam +2 melee	_____	_____	
Damage:	Slam 1d4+1	_____	_____	
Face/Reach:	5 ft. by 5 ft./5 ft.	_____	_____	
Special Attacks:	1 ability from Menu A	_____	_____	
Saving Throws	CR:			
Fortitude:	+0 1/3	_____	_____	
Reflex:	+2	_____	_____	
Willpower:	+1	_____	_____	
Abilities				Abilities
STR	13 INT --	_____	_____	_____
DEX	15 WIS 12	_____	_____	_____
CON	-- CHA 6	_____	_____	_____

Astral Construct II - Worksheet

Character Name: _____
 Player Name: _____

Date: _____
 Page: ____ of ____

<input style="width: 30px; height: 20px;" type="checkbox"/>	Astral Construct II (Medium-Size Construct)	<u>Modifiers</u>	<u>Totals</u>	
Hit Dice:	2d10 (11hp)	_____	_____	
Initiative:	+2 (dex)	_____	_____	
Speed:	40ft	_____	_____	
AC:	14	_____	_____	
Attacks:	Slam +2 melee	_____	_____	
Damage:	Slam 1d6+1	_____	_____	
Face/Reach:	5 ft. by 5 ft./5 ft.	_____	_____	
Special Attacks:	2 abilities from Menu A	_____	_____	
Saving Throws	CR:			
Fortitude:	+0 1	_____	_____	
Reflex:	+2	_____	_____	
Willpower:	+1	_____	_____	
Abilities				<u>Abilities</u>
STR	13 INT --	_____	_____	_____
DEX	15 WIS 12	_____	_____	_____
CON	-- CHA 6	_____	_____	_____

<input style="width: 30px; height: 20px;" type="checkbox"/>	Astral Construct II (Medium-Size Construct)	<u>Modifiers</u>	<u>Totals</u>	
Hit Dice:	2d10 (11hp)	_____	_____	
Initiative:	+2 (dex)	_____	_____	
Speed:	40ft	_____	_____	
AC:	14	_____	_____	
Attacks:	Slam +2 melee	_____	_____	
Damage:	Slam 1d6+1	_____	_____	
Face/Reach:	5 ft. by 5 ft./5 ft.	_____	_____	
Special Attacks:	2 abilities from Menu A	_____	_____	
Saving Throws	CR:			
Fortitude:	+0 1	_____	_____	
Reflex:	+2	_____	_____	
Willpower:	+1	_____	_____	
Abilities				<u>Abilities</u>
STR	13 INT --	_____	_____	_____
DEX	15 WIS 12	_____	_____	_____
CON	-- CHA 6	_____	_____	_____

<input style="width: 30px; height: 20px;" type="checkbox"/>	Astral Construct II (Medium-Size Construct)	<u>Modifiers</u>	<u>Totals</u>	
Hit Dice:	2d10 (11hp)	_____	_____	
Initiative:	+2 (dex)	_____	_____	
Speed:	40ft	_____	_____	
AC:	14	_____	_____	
Attacks:	Slam +2 melee	_____	_____	
Damage:	Slam 1d6+1	_____	_____	
Face/Reach:	5 ft. by 5 ft./5 ft.	_____	_____	
Special Attacks:	2 abilities from Menu A	_____	_____	
Saving Throws	CR:			
Fortitude:	+0 1	_____	_____	
Reflex:	+2	_____	_____	
Willpower:	+1	_____	_____	
Abilities				<u>Abilities</u>
STR	13 INT --	_____	_____	_____
DEX	15 WIS 12	_____	_____	_____
CON	-- CHA 6	_____	_____	_____

Astral Construct III - Worksheet

Character Name: _____
 Player Name: _____

Date: _____
 Page: ____ of ____

<input type="checkbox"/>	Astral Construct III (Medium-Size Construct)	<u>Modifiers</u>	<u>Totals</u>	<u>Notes</u>
Hit Dice:	2d10 (11hp)	_____	_____	
Initiative:	+2 (dex)	_____	_____	
Speed:	40ft	_____	_____	
AC:	16	_____	_____	
Attacks:	Slam +4 melee	_____	_____	
Damage:	Slam 1d6+4	_____	_____	
Face/Reach:	5 ft. by 5 ft./5 ft.	_____	_____	
Special Attacks:	3 abilities from Menu A	_____	_____	
Saving Throws	CR:			
Fortitude:	+0 2	_____	_____	
Reflex:	+2	_____	_____	
Willpower:	+2	_____	_____	
Abilities				<u>Abilities</u>
STR	17 INT --	_____	_____	_____
DEX	15 WIS 15	_____	_____	_____
CON	-- CHA 6	_____	_____	_____

<input type="checkbox"/>	Astral Construct III (Medium-Size Construct)	<u>Modifiers</u>	<u>Totals</u>	<u>Notes</u>
Hit Dice:	2d10 (11hp)	_____	_____	
Initiative:	+2 (dex)	_____	_____	
Speed:	40ft	_____	_____	
AC:	16	_____	_____	
Attacks:	Slam +4 melee	_____	_____	
Damage:	Slam 1d6+4	_____	_____	
Face/Reach:	5 ft. by 5 ft./5 ft.	_____	_____	
Special Attacks:	3 abilities from Menu A	_____	_____	
Saving Throws	CR:			
Fortitude:	+0 2	_____	_____	
Reflex:	+2	_____	_____	
Willpower:	+2	_____	_____	
Abilities				<u>Abilities</u>
STR	17 INT --	_____	_____	_____
DEX	15 WIS 15	_____	_____	_____
CON	-- CHA 6	_____	_____	_____

<input type="checkbox"/>	Astral Construct III (Medium-Size Construct)	<u>Modifiers</u>	<u>Totals</u>	<u>Notes</u>
Hit Dice:	2d10 (11hp)	_____	_____	
Initiative:	+2 (dex)	_____	_____	
Speed:	40ft	_____	_____	
AC:	16	_____	_____	
Attacks:	Slam +4 melee	_____	_____	
Damage:	Slam 1d6+4	_____	_____	
Face/Reach:	5 ft. by 5 ft./5 ft.	_____	_____	
Special Attacks:	3 abilities from Menu A	_____	_____	
Saving Throws	CR:			
Fortitude:	+0 2	_____	_____	
Reflex:	+2	_____	_____	
Willpower:	+2	_____	_____	
Abilities				<u>Abilities</u>
STR	17 INT --	_____	_____	_____
DEX	15 WIS 15	_____	_____	_____
CON	-- CHA 6	_____	_____	_____

Astral Construct IV - Worksheet

Character Name: _____
 Player Name: _____

Date: _____
 Page: ____ of ____

<input type="checkbox"/>	Astral Construct IV (Large Construct)	<u>Modifiers</u>	<u>Totals</u>	
Hit Dice:	5d10 (27hp)	_____	_____	
Initiative:	+2 (dex)	_____	_____	
Speed:	50ft	_____	_____	
AC:	16	_____	_____	
Attacks:	Slam +9 melee	_____	_____	
Damage:	Slam 1d8+10	_____	_____	
Face/Reach:	5 ft. by 5 ft./10 ft.	_____	_____	
Special Attacks:	1 ability from Menu B	_____	_____	
Special Qualities:	Damage reduction 5/+1	_____	_____	
Saving Throws	CR:			
Fortitude:	+0	4	_____	<u>Abilities</u>
Reflex:	+3	_____	_____	
Willpower:	+3	_____	_____	
Abilities				
STR	25	INT	--	_____
DEX	15	WIS	15	_____
CON	--	CHA	6	_____

<input type="checkbox"/>	Astral Construct IV (Large Construct)	<u>Modifiers</u>	<u>Totals</u>	<u>Notes</u>
Hit Dice:	5d10 (27hp)	_____	_____	
Initiative:	+2 (dex)	_____	_____	
Speed:	50ft	_____	_____	
AC:	16	_____	_____	
Attacks:	Slam +9 melee	_____	_____	
Damage:	Slam 1d8+10	_____	_____	
Face/Reach:	5 ft. by 5 ft./10 ft.	_____	_____	
Special Attacks:	1 ability from Menu B	_____	_____	
Special Qualities:	Damage reduction 5/+1	_____	_____	
Saving Throws	CR:			
Fortitude:	+0	4	_____	<u>Abilities</u>
Reflex:	+3	_____	_____	
Willpower:	+3	_____	_____	
Abilities				
STR	25	INT	--	_____
DEX	15	WIS	15	_____
CON	--	CHA	6	_____

<input type="checkbox"/>	Astral Construct IV (Large Construct)	<u>Modifiers</u>	<u>Totals</u>	<u>Notes</u>
Hit Dice:	5d10 (27hp)	_____	_____	
Initiative:	+2 (dex)	_____	_____	
Speed:	50ft	_____	_____	
AC:	16	_____	_____	
Attacks:	Slam +9 melee	_____	_____	
Damage:	Slam 1d8+10	_____	_____	
Face/Reach:	5 ft. by 5 ft./10 ft.	_____	_____	
Special Attacks:	1 ability from Menu B	_____	_____	
Special Qualities:	Damage reduction 5/+1	_____	_____	
Saving Throws	CR:			
Fortitude:	+0	4	_____	<u>Abilities</u>
Reflex:	+3	_____	_____	
Willpower:	+3	_____	_____	
Abilities				
STR	25	INT	--	_____
DEX	15	WIS	15	_____
CON	--	CHA	6	_____

Astral Construct V - Worksheet

Character Name: _____
 Player Name: _____

Date: _____
 Page: ____ of ____

<input style="width: 30px; height: 20px;" type="checkbox"/>	<u>Astral Construct V</u> (Large Construct)	<u>Modifiers</u>	<u>Totals</u>	
Hit Dice:	7d10 (38hp)	_____	_____	<u>Notes</u>
Initiative:	+2 (dex)	_____	_____	
Speed:	50ft	_____	_____	
AC:	17	_____	_____	
Attacks:	Slam +13 melee	_____	_____	
Damage:	Slam 1d8+13	_____	_____	
Face/Reach:	5 ft. by 5 ft./10 ft.	_____	_____	
Special Attacks:	2 abilities from Menu B	_____	_____	
Special Qualities:	Damage reduction 5/+1	_____	_____	
Saving Throws	CR:			
Fortitude:	+2 5	_____	_____	
Reflex:	+4	_____	_____	
Willpower:	+4	_____	_____	
Abilities				<u>Abilities</u>
STR 29	INT --	_____	_____	
DEX 15	WIS 15	_____	_____	
CON --	CHA 6	_____	_____	

<input style="width: 30px; height: 20px;" type="checkbox"/>	<u>Astral Construct V</u> (Large Construct)	<u>Modifiers</u>	<u>Totals</u>	
Hit Dice:	7d10 (38hp)	_____	_____	<u>Notes</u>
Initiative:	+2 (dex)	_____	_____	
Speed:	50ft	_____	_____	
AC:	17	_____	_____	
Attacks:	Slam +13 melee	_____	_____	
Damage:	Slam 1d8+13	_____	_____	
Face/Reach:	5 ft. by 5 ft./10 ft.	_____	_____	
Special Attacks:	2 abilities from Menu B	_____	_____	
Special Qualities:	Damage reduction 5/+1	_____	_____	
Saving Throws	CR:			
Fortitude:	+2 5	_____	_____	
Reflex:	+4	_____	_____	
Willpower:	+4	_____	_____	
Abilities				<u>Abilities</u>
STR 29	INT --	_____	_____	
DEX 15	WIS 15	_____	_____	
CON --	CHA 6	_____	_____	

<input style="width: 30px; height: 20px;" type="checkbox"/>	<u>Astral Construct V</u> (Large Construct)	<u>Modifiers</u>	<u>Totals</u>	
Hit Dice:	7d10 (38hp)	_____	_____	
Initiative:	+2 (dex)	_____	_____	
Speed:	50ft	_____	_____	
AC:	17	_____	_____	
Attacks:	Slam +13 melee	_____	_____	
Damage:	Slam 1d8+13	_____	_____	
Face/Reach:	5 ft. by 5 ft./10 ft.	_____	_____	
Special Attacks:	2 abilities from Menu B	_____	_____	
Special Qualities:	Damage reduction 5/+1	_____	_____	
Saving Throws	CR:			
Fortitude:	+2 5	_____	_____	
Reflex:	+4	_____	_____	
Willpower:	+4	_____	_____	
Abilities				<u>Abilities</u>
STR 29	INT --	_____	_____	
DEX 15	WIS 15	_____	_____	
CON --	CHA 6	_____	_____	

Astral Construct VI - Worksheet

Character Name: _____
 Player Name: _____

Date: _____
 Page: ____ of ____

<input type="checkbox"/>	Astral Construct VI (Large Construct)	<u>Modifiers</u>	<u>Totals</u>	<u>Notes</u>
Hit Dice:	10d10 (55hp)	_____	_____	
Initiative:	+2 (dex)	_____	_____	
Speed:	50ft	_____	_____	
AC:	18	_____	_____	
Attacks:	Slam +15/+10 melee	_____	_____	
Damage:	Slam 1d8+13	_____	_____	
Face/Reach:	5 ft. by 5 ft./10 ft.	_____	_____	
Special Attacks:	3 abilities from Menu B	_____	_____	
Special Qualities:	Damage reduction 5/+2	_____	_____	
Saving Throws	CR:			
Fortitude:	+3 7	_____	_____	
Reflex:	+5	_____	_____	
Willpower:	+5	_____	_____	
Abilities				<u>Abilities</u>
STR	29 INT --	_____	_____	_____
DEX	15 WIS 15	_____	_____	_____
CON	-- CHA 6	_____	_____	_____

<input type="checkbox"/>	Astral Construct VI (Large Construct)	<u>Modifiers</u>	<u>Totals</u>	<u>Notes</u>
Hit Dice:	10d10 (55hp)	_____	_____	
Initiative:	+2 (dex)	_____	_____	
Speed:	50ft	_____	_____	
AC:	18	_____	_____	
Attacks:	Slam +15/+10 melee	_____	_____	
Damage:	Slam 1d8+13	_____	_____	
Face/Reach:	5 ft. by 5 ft./10 ft.	_____	_____	
Special Attacks:	3 abilities from Menu B	_____	_____	
Special Qualities:	Damage reduction 5/+2	_____	_____	
Saving Throws	CR:			
Fortitude:	+3 7	_____	_____	
Reflex:	+5	_____	_____	
Willpower:	+5	_____	_____	
Abilities				<u>Abilities</u>
STR	29 INT --	_____	_____	_____
DEX	15 WIS 15	_____	_____	_____
CON	-- CHA 6	_____	_____	_____

<input type="checkbox"/>	Astral Construct VI (Large Construct)	<u>Modifiers</u>	<u>Totals</u>	<u>Notes</u>
Hit Dice:	10d10 (55hp)	_____	_____	
Initiative:	+2 (dex)	_____	_____	
Speed:	50ft	_____	_____	
AC:	18	_____	_____	
Attacks:	Slam +15/+10 melee	_____	_____	
Damage:	Slam 1d8+13	_____	_____	
Face/Reach:	5 ft. by 5 ft./10 ft.	_____	_____	
Special Attacks:	3 abilities from Menu B	_____	_____	
Special Qualities:	Damage reduction 5/+2	_____	_____	
Saving Throws	CR:			
Fortitude:	+3 7	_____	_____	
Reflex:	+5	_____	_____	
Willpower:	+5	_____	_____	
Abilities				<u>Abilities</u>
STR	29 INT --	_____	_____	_____
DEX	15 WIS 15	_____	_____	_____
CON	-- CHA 6	_____	_____	_____

Character Name: _____
 Player Name: _____

Date: _____
 Page: ____ of ____

<input type="checkbox"/>	Astral Construct VII									<u>Notes</u>
	(Large Construct)		<u>Modifiers</u>	<u>Totals</u>						
Hit Dice:	13d10	(71hp)	_____	_____						
Initiative:	+2	(dex)	_____	_____						
Speed:	50ft		_____	_____						
AC:	19		_____	_____						
Attacks:	Slam	+18/+13	_____	_____						
Damage:	Slam	1d8+15	_____	_____						
Face/Reach:	5 ft.	by 5 ft./10 ft.	_____	_____						
Special Attacks:	1 ability from Menu C		_____	_____						
Special Qualities:	Damage reduction 10/+3		_____	_____						
Saving Throws			CR:							
Fortitude:	+4	8	_____	_____						
Reflex:	+6		_____	_____						
Willpower:	+6		_____	_____						
Abilities										
STR	31	INT	--	_____	_____					
DEX	15	WIS	15	_____	_____					
CON	--	CHA	6	_____	_____					
				_____	_____					
				_____	_____					

<input type="checkbox"/>	Astral Construct VII									<u>Notes</u>
	(Large Construct)		<u>Modifiers</u>	<u>Totals</u>						
Hit Dice:	13d10	(71hp)	_____	_____						
Initiative:	+2	(dex)	_____	_____						
Speed:	50ft		_____	_____						
AC:	19		_____	_____						
Attacks:	Slam	+18/+13	_____	_____						
Damage:	Slam	1d8+15	_____	_____						
Face/Reach:	5 ft.	by 5 ft./10 ft.	_____	_____						
Special Attacks:	1 ability from Menu C		_____	_____						
Special Qualities:	Damage reduction 10/+3		_____	_____						
Saving Throws			CR:							
Fortitude:	+4	8	_____	_____						
Reflex:	+6		_____	_____						
Willpower:	+6		_____	_____						
Abilities										
STR	31	INT	--	_____	_____					
DEX	15	WIS	15	_____	_____					
CON	--	CHA	6	_____	_____					
				_____	_____					
				_____	_____					

<input type="checkbox"/>	Astral Construct VII									<u>Notes</u>
	(Large Construct)		<u>Modifiers</u>	<u>Totals</u>						
Hit Dice:	13d10	(71hp)	_____	_____						
Initiative:	+2	(dex)	_____	_____						
Speed:	50ft		_____	_____						
AC:	19		_____	_____						
Attacks:	Slam	+18/+13	_____	_____						
Damage:	Slam	1d8+15	_____	_____						
Face/Reach:	5 ft.	by 5 ft./10 ft.	_____	_____						
Special Attacks:	1 ability from Menu C		_____	_____						
Special Qualities:	Damage reduction 10/+3		_____	_____						
Saving Throws			CR:							
Fortitude:	+4	8	_____	_____						
Reflex:	+6		_____	_____						
Willpower:	+6		_____	_____						
Abilities										
STR	31	INT	--	_____	_____					
DEX	15	WIS	15	_____	_____					
CON	--	CHA	6	_____	_____					
				_____	_____					
				_____	_____					

Astral Construct VIII - Worksheet

Character Name: _____
 Player Name: _____

Date: _____
 Page: ____ of ____

<input type="checkbox"/>	<u>Astral Construct VIII</u> (Large Construct)	<u>Modifiers</u>	<u>Totals</u>	<u>Notes</u>
Hit Dice:	16d10 (88hp)	_____	_____	
Initiative:	+2 (dex)	_____	_____	
Speed:	50ft	_____	_____	
AC:	20	_____	_____	
Attacks:	Slam +23/+18/+13 melee	_____	_____	
Damage:	Slam 1d8+18	_____	_____	
Face/Reach:	5 ft. by 5 ft./10 ft.	_____	_____	
Special Attacks:	2 abilities from Menu C	_____	_____	
Special Qualities:	Damage reduction 10/+3	_____	_____	
Saving Throws	CR:			
Fortitude:	+5	9	_____	<u>Abilities</u>
Reflex:	+7	_____	_____	
Willpower:	+7	_____	_____	
Abilities				
STR	35	INT	--	_____
DEX	15	WIS	15	_____
CON	--	CHA	6	_____

<input type="checkbox"/>	<u>Astral Construct VIII</u> (Large Construct)	<u>Modifiers</u>	<u>Totals</u>	<u>Notes</u>
Hit Dice:	16d10 (88hp)	_____	_____	
Initiative:	+2 (dex)	_____	_____	
Speed:	50ft	_____	_____	
AC:	20	_____	_____	
Attacks:	Slam +23/+18/+13 melee	_____	_____	
Damage:	Slam 1d8+18	_____	_____	
Face/Reach:	5 ft. by 5 ft./10 ft.	_____	_____	
Special Attacks:	2 abilities from Menu C	_____	_____	
Special Qualities:	Damage reduction 10/+3	_____	_____	
Saving Throws	CR:			
Fortitude:	+5	9	_____	<u>Abilities</u>
Reflex:	+7	_____	_____	
Willpower:	+7	_____	_____	
Abilities				
STR	35	INT	--	_____
DEX	15	WIS	15	_____
CON	--	CHA	6	_____

<input type="checkbox"/>	<u>Astral Construct VIII</u> (Large Construct)	<u>Modifiers</u>	<u>Totals</u>	<u>Notes</u>
Hit Dice:	16d10 (88hp)	_____	_____	
Initiative:	+2 (dex)	_____	_____	
Speed:	50ft	_____	_____	
AC:	20	_____	_____	
Attacks:	Slam +23/+18/+13 melee	_____	_____	
Damage:	Slam 1d8+18	_____	_____	
Face/Reach:	5 ft. by 5 ft./10 ft.	_____	_____	
Special Attacks:	2 abilities from Menu C	_____	_____	
Special Qualities:	Damage reduction 10/+3	_____	_____	
Saving Throws	CR:			
Fortitude:	+5	9	_____	<u>Abilities</u>
Reflex:	+7	_____	_____	
Willpower:	+7	_____	_____	
Abilities				
STR	35	INT	--	_____
DEX	15	WIS	15	_____
CON	--	CHA	6	_____

Astral Construct IX - Worksheet

Character Name: _____
 Player Name: _____

Date: _____ of _____
 Page: _____ of _____

	<u>Modifiers</u>	<u>Totals</u>	
<input type="checkbox"/> Astral Construct IX (Huge Construct)			<u>Notes</u>
Hit Dice: 19d10 (104hp)	_____	_____	
Initiative: +2 (dex)	_____	_____	
Speed: 50ft	_____	_____	
AC: 20 (-2 size, +2 Dex, +10 natural)	_____	_____	
Attacks: Slam +25/+20/+15 melee	_____	_____	
Damage: Slam 2d6+19	_____	_____	
Face/Reach: 10 ft. by 10 ft./15 ft.	_____	_____	
Special Attacks: 3 abilities from Menu C	_____	_____	
Special Qualities: Damage reduction 10/+3	_____	_____	
Saving Throws	CR:		
Fortitude: +6	10	_____	
Reflex: +8		_____	
Willpower: +8		_____	
Abilities			<u>Abilities</u>
STR 37	INT --	_____	_____
DEX 15	WIS 15	_____	_____
CON --	CHA 6	_____	_____

	<u>Modifiers</u>	<u>Totals</u>	
<input type="checkbox"/> Astral Construct IX (Huge Construct)			<u>Notes</u>
Hit Dice: 19d10 (104hp)	_____	_____	
Initiative: +2 (dex)	_____	_____	
Speed: 50ft	_____	_____	
AC: 20 (-2 size, +2 Dex, +10 natural)	_____	_____	
Attacks: Slam +25/+20/+15 melee	_____	_____	
Damage: Slam 2d6+19	_____	_____	
Face/Reach: 10 ft. by 10 ft./15 ft.	_____	_____	
Special Attacks: 3 abilities from Menu C	_____	_____	
Special Qualities: Damage reduction 10/+3	_____	_____	
Saving Throws	CR:		
Fortitude: +6	10	_____	
Reflex: +8		_____	
Willpower: +8		_____	
Abilities			<u>Abilities</u>
STR 37	INT --	_____	_____
DEX 15	WIS 15	_____	_____
CON --	CHA 6	_____	_____

	<u>Modifiers</u>	<u>Totals</u>	
<input type="checkbox"/> Astral Construct IX (Huge Construct)			<u>Notes</u>
Hit Dice: 19d10 (104hp)	_____	_____	
Initiative: +2 (dex)	_____	_____	
Speed: 50ft	_____	_____	
AC: 20 (-2 size, +2 Dex, +10 natural)	_____	_____	
Attacks: Slam +25/+20/+15 melee	_____	_____	
Damage: Slam 2d6+19	_____	_____	
Face/Reach: 10 ft. by 10 ft./15 ft.	_____	_____	
Special Attacks: 3 abilities from Menu C	_____	_____	
Special Qualities: Damage reduction 10/+3	_____	_____	
Saving Throws	CR:		
Fortitude: +6	10	_____	
Reflex: +8		_____	
Willpower: +8		_____	
Abilities			<u>Abilities</u>
STR 37	INT --	_____	_____
DEX 15	WIS 15	_____	_____
CON --	CHA 6	_____	_____