

Updated Construct Summons:

Construct Assembly 1

All rules as per Spellbound Seer, here are the updated constructs.

Combat I (Medium Construct Walker — 58 XP): Init VII; Atk VII; Def III; Resilience V; Health: VI; Competence: II; Skills: Athletics VI; SZ M; Spd 30 ft.; Qualities: Darkvision 1, damage reduction 2, natural attack (Slam III), superior attribute (Str 12, Con 12).

Intel I (Tiny Construct Walker / Flier — 57 XP): Init V; Atk III; Def VII; Resilience VI; Health: II; Competence: II; Skills: Notice IV, Search IV, Sneak IV; SZ T; Spd 40 ft flight, 30 ft walking.; Qualities: Darkvision 1, feat (Basic Skill Mastery [Investigator, Spy]), flight 40 ft., Improved Senses (hearing, vision), superior attribute (Int 12, Wis 12).

Labor/Utility I (Medium Construct Walker — 57 XP): Init III; Atk V; Def V; Resilience VI; Health: III; Competence: II; Skills: Athletics III, Notice VII; SZ M; Spd 40 ft.; Qualities: Darkvision 1, Feat (Wolf Pack Basics), improved senses (hearing, scent vision), natural attack (Bite III), superior attribute (Str 14, Dex 12, Wis 14).

Oddball I (Medium Construct Walker — 56 XP): Init V; Atk VI; Def VI; Resilience IV; Health: IV; Competence: III; Skills: Prestidigitation IV, Sneak V, Tactics IV; SZ M; Spd 30 ft.; Qualities: class ability (sneak attack +1d6), extraordinary attack (20ft ray, Grade 2, electrical damage), feat (Ambush Basics, Ghost Basics, Wolf Pack Basics), superior attribute (Dex 12, Wis 12).

Support I (Medium Construct Walker — 57 XP): Init III; Atk V; Def III; Resilience V; Health: VI; Competence: III; Skills: Analysis VI, Medicine VI, Notice VI; SZ M; Spd 30 ft.; Qualities: feat (Bandage, Basic Skill Mastery [Healer]), Natural Spell (Cure Wounds 1), Regeneration, superior attribute (Str 12, Int 12, Wis 12).

Construct Assembly 2

All rules as per Spellbound Seer, here are the updated constructs.

Combat II (Medium Construct Walker — 76 XP): Str 15, Dex 14, Con 14, Int 10, Wis 10, Cha 10; SZ M (1×1, Reach 1); Spd 30 ft. ground; Init VII; Atk VII; Def III; Res V; Health VII; Comp: II; Skills: Athletics VI; Qualities: damage reduction 4, darkvision I, natural attack (slam IV).

Intel II (Small Construct Walker — 76 XP): Str 10, Dex 10, Con 10, Int 14, Wis 14, Cha 10; SZ S (1×1, Reach 1); Spd 30 ft. ground; Init V; Atk III; Def VII; Res VI; Health III; Comp: IV; Skills:

Prestidigitation VI, Search IV, Sneak VI; Qualities: darkvision II, feat (Basic Skill Mastery (Investigator, Spy)), improved sense (hearing, sight, smell), natural spell (True Seeing 5, Whispering Wind II 4).

Labor/Utility II (Large Construct Walker — 74 XP): Str 16, Dex 10, Con 14, Int 10, Wis 10, Cha 10; SZ L (2×2, Reach 2); Spd 60 ft. ground; Init V; Atk V; Def V; Res IV; Health VI; Comp: II; Skills: Athletics VI, Notice III; Qualities: darkvision I, feat (Wolfpack Basics, Wolfpack Mastery), Improved senses (hearing, scent), natural attack (Bite IV (Bleed, AP2)).

Oddball II (Medium Construct Walker — 80 XP): Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10; SZ M (1×1, Reach 1); Spd 30 ft. ground; Init VII; Atk V; Def VIII; Res V; Health VII; Comp: II; Skills: Athletics III, Notice VI, Prestidigitation V, Sneak V; Qualities: darkvision I, feat (Ghost Basics, Ghost Mastery, Wolfpack Basics), improved sense (sight), tough I.

Attacks/Weapons: Electrical Attack (20ft ray, damage III; damage type: electrical)

Support II (Medium Construct Walker — 75 XP): Str 10, Dex 12, Con 10, Int 14, Wis 14, Cha 10; SZ M (1×1, Reach 1); Spd 30 ft. ground; Init IV; Atk V; Def V; Res IV; Health V; Comp: IV; Skills: Intimidate IV, Medicine VI, Notice IV, Tactics VI; Qualities: feat (Ambush Basics, Bandage, Basic Skill Mastery Healer, Misdirection Basics), natural spell (Cure Wounds II 2), regeneration 1.