

Barafu
 CHARACTER
 Ice Troll Large Female
 RACE & LA SIZE GENDER
 50 Chaotic Evil Urxehl
 AGE ALIGNMENT DEITY
 LANGUAGES: Giant, Common

PLAYER
 8' 0" 450 lbs none stark white light blue
 HEIGHT WEIGHT HAIR EYES SKIN
 Irrisen
 HOMETLAND & BACKGROUND OCCUPATION



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	26	8	18	8		
DEX	16	3	14	2		
CON	20	5	14	6		
INT	10	0	12	-2		
WIS	18	4	18			
CHA	8	-1	12	-4		

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
33	22	2	Ice Troll	1	6		3	0	0	2
	11	1	Shaman	0	4		0	0	2	1
TOTAL HP			TOTALS	1	10	0	3	0	2	3

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	14	-10+	0	0	3	-1		2		
TOUCH	12	-10+			3	-1				
FLAT-FOOT	11	-10+	0	0	0	-1		2		

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	8	3	5			
REF	3	0	3			
WILL	6	2	4			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	8	1		8	-1	
RANGED	3	1		3	-1	
CMB	12	1	STR	8	-1	4
CMD	25	-10+	B1B	0	1	4



FEATS & FEATURES
 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Ice Troll (humanoid) (ToHC-612) HD: d8 Ice Troll feat (1) & skills (2 + Int Mod)
 Large -1 AC, -1 attack, +1 CMB, +1 CMD, -4 Stealth Improved Familiar
 Space/Reach: 10 feet/10 feet. Extra Hex
 Rend: If two claws hit, add 1d6+1.5 Str Mod
 darkvision 90 ft., low-light vision,
 Scent 30'; upwind 60'; downwind 15'
 Natural Armor +2 AC
 regeneration 5 (acid or fire)
 Slashing Weapon Vulnerability (Ex): natural 20 causes limb loss
 Regeneration (Su): reattach limb in ice/water
 -regrow limb in 2d6 min if w/in 30' and in ice/water
 vulnerable to fire
 class: Shaman HD: d8 skills 4 + Int Mod Powerful Smash: as Improved Unarmed strike + save or dazed (2/day)
 Weapon Prof: All simple Weapons Spirit Animal: Qlippoth, Cythnigot (B2) +2 Strength
 Armor Prof: Light & Medium Armor Spirit: Mammoth



SKILLS					RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS	DEX 3		3		
* APPRAISE	INT 0		0		
* BLUFF	CHA -1		-1		
* CLIMB	STR 8		8		
* CRAFT	INT 0		0		
* DIPLOMACY	CHA 3	1	-1	3	
* DISABLE DEVICE	DEX		3		
* DISGUISE	CHA -1		-1		
* ESCAPE ARTIST	DEX 3		3		
* FLY	DEX 7	1	3	3	
* HANDLE ANIMAL	CHA 3	1	-1	3	
* HEAL	WIS 8	1	4	3	
* INTIMIDATE	CHA -1		-1		
* KN: nature	INT 4	1	0	3	
* KN: planes	INT 4	1	0	3	
* KN: religion	INT 4	1	0	3	
* KN:	INT		0		
* KN:	INT		0		
* KN:	INT		0		
* LINGUISTICS	INT		0		
* PERCEPTION	WIS 4		4		
* PERFORM	CHA -1		-1		
* PROF:	WIS		4		
* RIDE	DEX 7	1	3	3	
* SENSE MOTIVE	WIS 4		4		
* SLEIGHT OF HAND	DEX		3		
* SPELLCRAFT	INT 4	1	0	3	
* STEALTH	DEX -1		3		-4
* SURVIVAL	WIS 8	1	4	3	
* SWIM	STR 8		8		
* USE MAGIC DEVICE	CHA		-1		
* STR					
* STR					
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* STR					
* STR					

MARK A TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.
 * SKILL CAN BE USED UNTRAINED * ARMOR CHECK PENALTY APPLIES

EXPERIENCE SLOW MEDIUM FAST 0 / 2,000

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	30				
INIT	3	=	3	DEX MOD	+ MISC MOD
HERO					
SR					
DR	5/magic				
RESISTANCES	immune to cold				
POOL POINTS					

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR						
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
claws (2)	+8	1d6+8	20,x2		S		plus rend, 1d6+1.5 Str Mod
Powerful Smash (unarmed strike)	+8	1d6+8	20,x2		B		plus save (DC 9) or dazed

