

**Bwawa**  
 CHARACTER  
 Swamp Troll Large Female  
 RACE & LA SIZE GENDER  
 19 Chaotic Evil Urxehl  
 AGE ALIGNMENT DEITY  
 LANGUAGES: Giant  
 PLAYER  
 7' 0" 400 lbs dark brownish-green green mossy  
 HEIGHT WEIGHT HAIR EYES SKIN  
 Mwangi Expanse  
 HOMETOWN & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
<b>STR</b>	26	8	18	8		
<b>DEX</b>	20	5	16	4		
<b>CON</b>	28	9	18	10		
<b>INT</b>	6	-2	10	-4		
<b>WIS</b>	8	-1	10	-2		
<b>CHA</b>	4	-3	10	-6		

HITPOINTS			CLASS RECORDER										
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS			
<b>83</b>	60	4	Swamp Troll	3	4	4	4	1	1	4			
	19	1	Barbarian	1	2		2	0	0	1			
<b>TOTAL HP</b>			83	FAVORED CLASS	Swamp Troll	<b>TOTALS</b>	4	6	4	6	1	1	5

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	19	-10+	0	0	5	-1	5			
<b>TOUCH</b>	14	-10+			5	-1				
<b>FLAT-FOOT</b>	14	-10+	0	0	0	-1	5			

SKILLS RANKS TOTAL 6

	DEX	INT	CHA	STR	WIS	CON
<input checked="" type="checkbox"/> ACROBATICS *	9	1	5	3		
<input type="checkbox"/> APPRAISE	-2		-2			
<input type="checkbox"/> BLUFF	-3		-3			
<input checked="" type="checkbox"/> CLIMB *	12	1	8	3		
<input checked="" type="checkbox"/> CRAFT:	-2		-2			
<input type="checkbox"/> DIPLOMACY	-3		-3			
<input type="checkbox"/> DISABLE DEVICE *			5			
<input type="checkbox"/> DISGUISE	-3		-3			
<input type="checkbox"/> ESCAPE ARTIST *	5		5			
<input type="checkbox"/> FLY *	5		5			
<input checked="" type="checkbox"/> HANDLE ANIMAL			-3			
<input type="checkbox"/> HEAL	-1		-1			
<input checked="" type="checkbox"/> INTIMIDATE	-3		-3			
<input checked="" type="checkbox"/> KN: nature	2	1	-2	3		
<input type="checkbox"/> KN:			-2			
<input type="checkbox"/> KN:			-2			
<input type="checkbox"/> KN:			-2			
<input type="checkbox"/> KN:			-2			
<input type="checkbox"/> KN:			-2			
<input type="checkbox"/> LINGUISTICS			-2			
<input checked="" type="checkbox"/> PERCEPTION	3	1	-1	3		
<input type="checkbox"/> PERFORM:	-3		-3			
<input type="checkbox"/> PROF:			-1			
<input checked="" type="checkbox"/> RIDE *	5		5			
<input type="checkbox"/> SENSE MOTIVE	-1		-1			
<input type="checkbox"/> SLEIGHT OF HAND *			5			
<input type="checkbox"/> SPELLCRAFT			-2			
<input checked="" type="checkbox"/> STEALTH *	9		5	4		
<input checked="" type="checkbox"/> SURVIVAL	3	1	-1	3		
<input checked="" type="checkbox"/> SWIM *	12	1	8	3		
<input type="checkbox"/> USE MAGIC DEVICE			-3			
<input type="checkbox"/>						
<input type="checkbox"/>						
<input type="checkbox"/>						
<input type="checkbox"/>						
<input type="checkbox"/>						

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	15	6	9			
<b>REF</b>	6	1	5			
<b>WILL</b>	0	1	-1			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>	11	4		8	-1	
<b>RANGED</b>	8	4		5	-1	
<b>CMB</b>	14	4	CON	9	-1	2
<b>CMD</b>	28	-10+	B4B	13	-1	2



**FEATS & FEATURES**

Race: Swamp Troll (humanoid) (ToHC-614) HD: d8  
 Large -1 AC, -1 attack, +1 CMB, +1 CMD, -4 Stealth  
 Space/Reach: 10 feet/10 feet.  
 Rend: If two claws hit, add 1d6+1.5 Str Mod  
 darkvision 60 ft., low-light vision,  
 Scent 30'; upwind 60'; downwind 15'  
 Racial Skills +4 stealth (+8 in swamps)  
 Natural Armor +5 AC  
 Regeneration 3 (fire or acid)  
 Swamp Dependent (Ex) - return to swamp after 1 hr/2 Con; or no regen  
 Class: Barbarian HD: d12; skills 4 + Int Mod  
 Weapon Prof: All Simple & Martial Weapons  
 Armor Prof: Light & Medium Armor & Shields  
 Rage (Ex) 4+Con Mod+2\*lvl mds/day  
 +4 Str, +4 Con, +2 Will, -2 AC  
 Swamp Troll feats (3) & skills (2 + Int Mod)  
 Improved Natural Attack (bite)  
 Weapon Focus (bite)  
 Improved Critical (bite)  
 Improved Initiative +4  
 Fast Movement (Ex) + 10 move

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	0	/	2,000
SLOW <input type="checkbox"/>	MEDIUM <input checked="" type="checkbox"/>	FAST <input type="checkbox"/>	
<b>SPEED</b>	40		30
<b>INIT</b>	9	=	5 DEX MOD + 4 MISC MOD
<b>HERO</b>			
<b>SR</b>			<b>DR</b>
<b>RESISTANCES</b>			
<b>POOL POINTS</b>			

**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)	+11	1d6+8	20,x2		S		plus rend, 1d6+1.5 Str Mod
bite	+11+1	2d6+8	19-20,x2		P		