

13 Chaotic Evil Urazra (ISG-188)					Storvall Plateau, Varisia, Golarion (ISWG-197)											0								
AGE ALIGNMENT DEITY  LANGUAGES: Giant							HOMELAND & BACKGROUND OCCUPATION																	
LANGUAGES: CIAITE									Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012															
ABILITY SCORE TOTAL MOD BASE ENHANCE MISC TEMP						HITPOINTS  CURRENT HP HP GAINED HD C						CI	CLASS REC			BAB	SKILL		PS FORT	REF	WILL	LEVELS		
STR 26	8 8	18	4	4			4 -	, 4	L	174	10		Ba	rbari	an		10	40	$oldsymbol{\perp}$	7	3	3	10	
DEX 16	3	16					17	4	L															
con 20	) 5	18	2				• •																	
INT 10		12	-2			NONLETH HP DAM													$\top$					
			-2			TEMPORA HP			$\top$										$\top$		$\vdash$	$\vdash$		
wis 6	-2	6					7	TOTAL H	IP	174	FAVORE		Barbai	rian	1	OTALS	10	40	0	7	3	3	10	
CHA 6 -2 8 -2								CONDITION	S & MISCE	LLANEOUS T	•							SKI	115			RANKS	40	
ABILITY SCORE & RACIAL NOTES													TOTAL 4U  TOTAL RANKS ABILITY TRAINED MISC  ** ACROBATICS * DEX 7 1 3 3											
						& DEFENSE									PPRAISE	.5 *		NT	0		0	3		
ARMOR CLASS TOTAL	_	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	ТЕМР	1 ARM	OR CHECK		∗□ Bı				на	-2		-2			
AC 23	<u> </u>	+ _ /	0	3	1		2			<u> </u>	]	PENALTY	0		LIMB • RAFT: bou	ılder-scuptu		NT	12	1	8 0	3		
TOUCH 14	=10	+		3	1							MAXIMUM DEX	4		IPLOMAC			на	-2		-2			
FLAT-FOOT 2	10	. 7	0		1		2				]	SPELL FAILURE	20%	_	ISABLE D	EVICE +		DEX	2	$\rightarrow$	3			
				COMBAT NOTES & MODIFIERS								SCAPE AR	TIST •		HA DEX	-2 3		-2 3						
SAVING THROWS TOTAL CLASS BASE ABILITY ENHANCE MISC					+5 BAB on second attack							.   1	∗□ Fι				DEX	1		3		-2		
FORT 12	2	7	5							1	X	ax 4		H <b>⊡</b> H <b>⊡</b> ∗	ANDLE A	NIMAL		HA VIS	2 -2	1	-2 -2	3		
REF 6		3	3												ITIMIDAT	E			11	10	-2	3		
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WILL 3		<u> </u>								100	March.	TE		☐ Kr				NT NT	$\dashv$		0			
ATTACKS TOTA	$\neg$	TACK BONUS	ТЕМР	ABILITY	SIZE	MISC			_			No.	4 -	□ Kr				NT			0			
MELEE 19	<u> </u>	10		8	1				-	1				□ Kr				NT	_		0			
RANGED 14		10		3	1				-	•	700		<b>I</b> -	□ Kr	N: NGUISTI	cs		NT NT	$\dashv$		0			
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CMD 32 =10+ MO									•		C7		∗ <b>⊠</b> Ri				DEX	7	1	3	3			
55.470.0							FFATURES								NSF MO			vis	-2		-2			
						FEATURES FEATS, AND CHARACTER FEATURES									EIGHT O	f Hand • t		DEX NT	$\dashv$	-	3 0			
Race: Ogre (humanoid, giant) (ARG-229)						Tougl	hness -	extra h	p 2+ l	vI					TEALTH +		С	DEX	-4		3		-7	
Natural Armor & Improved Natural Armor +2						Iron V	Vill +2							* ★ SURVIVAL W  - * ☑ SWIM • ST					11	10	-2 8	3		
Dark Vision 60' & Low Light Vision						Power Attack -1 attack, +2 damage								USE MAGIC DEVICE CHA							-2	3		
Reach						Impro	ved Cr	itical - G	Freat A	xe, do	uble d	critical	range											
Class: Barbarian (PCR-31) HD: d12, skills 4 + Int Mod						Cleav	e & Gre	eat Clea	ive - k	eep att	ackin	g until	miss				STR	$\perp$	$\dashv$					
Weapon Prof: limited by True Primitive Archetype																STR	T	$\equiv$						
Armor Prof: Hide and Bone Shields						Improved Critical - Boulder Hurling										STR	╌	$\dashv$	-					
Class Archetype: Hurler (APG) & True Primitive (UC)													MARK A 🗆 TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.											
Rage (3+lvl+ Con Mod = 9 rnds/day)															* SKILL CAN BE USED UNTRAINED • ARMOR CHECK PENALTY APPLIES  EXPERIENCE 105,000 / 105,000									
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- +4 Str, +4 Con, +2 Will, -2 AC							Strength Surge (Ex) - add IvI to str check during rage							S	PEED			30	_	LY S	WIM	CLIMB	MISC	
Skilled Thrower (Ex) - throw stuff 10' farther  Illiteracy - can't read						Surprise Accuracy +x=3 attack during rage									INIT	3		_	3	DEX	_ <u> </u>	$\equiv$	MISC	
Favored Terrain - Mountains +2 perception, stealth, survival							Lesser Hurling, Hurling, Greater Hurling (ranged touch)										<b>'</b>		<u> </u>	MOD	<u> </u>		MOD	
							range 30', size = huge, DC=23, base 4d6 dam, x2 stone									HERO								
Trophy Fetish (Ex) - +x=2 great axe damage							Uncanny Dodge & Improved Uncanny Dodge - can't be flanked									SR DR 2/-								
Damage reduction 2/—							Oncoming Douge & Improved Oncoming Douge - can't be lialiked							RESISTANCES										
				ARM	IOR &	WEAPONS							POOL POINTS											
ARMOR NAME & DESCRIPTION							AC BONUS MAX DEX PENALTY SPELL FAIL TYPE WEIGHT																	
hide armor of the hurlers +3								7	4		20	Med	50.0	_										
SHIELD																								
WEAPON NAME & DESCRIPTION						ATTACK MODIFIERS DAMAGE CRITICA								L RANGE TYPE WEIGHT AMMO & NOTES						ES				
Stone giant two-handed great axe of Urazra +3						+19+3 3d6+6+3+2 17-20,						,х3		S	20.0	) g	reate	r clea	ve et	al.				
boulder hurling						+14+3 4d6+8 19-20,							,x2	x2 30 B damage x2 if stone							ne			

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Ĺ	HANDS:	PLATINUM												
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н	EADBAND:	SILVER												
	NECK:	COPPER									LOADS	& LIFT		
	RING:							LIC	GHT DAD	MEDIUM LOAD	HEAVY LOAD	LIFT ABOV	LIFT OFF GROUND	DRAG & PUSH
	RING:		C	ARRII	ED WE	IGHT		3	06	613	919	919	1838	4595
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