

CHARACTER  
**Two-Headed Troll** Large Male & Female  
 RACE & LA SIZE GENDER  
 30 Chaotic Evil Urxehl  
 AGE ALIGNMENT DEITY  
 LANGUAGES: Giant

PLAYER  
 10' 0" 2000 lbs black red mottled green-gra  
 HEIGHT WEIGHT HAIR EYES SKIN  
 Mwangi Expanse  
 HOMELAND & BACKGROUND OCCUPATION



ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
<b>STR</b>	30	10	18	12		
<b>DEX</b>	12	1	12			
<b>CON</b>	24	7	16	8		
<b>INT</b>	8	-1	10	-2		
<b>WIS</b>	18	4	18			
<b>CHA</b>	6	-2	10	-4		

HITPOINTS			CLASS RECORDER										
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS			
<b>154</b>	140	10	Two-Headed Troll	7	17		7	3	3	10			
	14	1	Warpriest	0	1		2	0	2	1			
TOTAL HP			154	FAVORED CLASS	Two-Headed Troll	TOTALS	7	18	0	9	3	5	11

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	23	-10+	6	0	1	-1	7			
<b>TOUCH</b>	10	-10+			1	-1				
<b>FLAT-FOOT</b>	22	-10+	6	0	0	-1	7			

SKILLS RANKS TOTAL 19

SKILL	DEX	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS *	DEX	-3		1		
* APPRAISE	INT	-1		-1		
* BLUFF	CHA	-2		-2		
* CLIMB *	STR	10	1	10	3	
* CRAFT:	INT	3	1	-1	3	
* DIPLOMACY	CHA	-2		-2		
* DISABLE DEVICE *	DEX			1		
* DISGUISE	CHA	-2		-2		
* ESCAPE ARTIST *	DEX	-3		1		
* FLY *	DEX	-3		1		
* HANDLE ANIMAL	CHA	2	1	-2	3	
* HEAL	WIS	4		4		
* INTIMIDATE	CHA	12	1	-2	3	10
* KN: engineering	INT			-1		
* KN: religion	INT	3	1	-1	3	
* KN:	INT			-1		
* KN:	INT			-1		
* KN:	INT			-1		
* KN:	INT			-1		
* LINGUISTICS	INT			-1		
* PERCEPTION	WIS	6		4		2
* PERFORM:	CHA	-2		-2		
* PROF:	WIS			4		
* RIDE *	DEX	-3		1		
* SENSE MOTIVE	WIS	18	11	4	3	
* SLEIGHT OF HAND *	DEX			1		
* SPELLCRAFT	INT	3	1	-1	3	
* STEALTH *	DEX	-7		1		-4
* SURVIVAL	WIS	8	1	4	3	
* SWIM *	STR	10	1	10	3	
* USE MAGIC DEVICE	CHA			-2		
* STR	STR					
* STR	STR					
* STR	STR					
* STR	STR					
* STR	STR					



SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
<b>FORT</b>	16	9	7			
<b>REF</b>	4	3	1			
<b>WILL</b>	9	5	4			

ATTACKS							
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC		
<b>MELEE</b>	16	7	10	-1			
<b>RANGED</b>	7	7	1	-1			
<b>CMB</b>	18	7	STR	10	-1	2	
<b>CMD</b>	29	-10+	B7B	0	11	-1	2

**FEATS & FEATURES**

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	
Race: Two-Headed Troll (humanoid) (ToHC-615) HD: d8	Two-Headed Troll feats (5) & skills (2 + Int Mod)
Large -1 AC, -1 attack, +1 CMB, +1 CMD, -4 Stealth	Weapon Focus (great club) +1 attack
Space/Reach: 10 feet/10 feet.	Improved Natural Attack (bite)
darkvision 60 ft., low-light vision,	Intimidating Prowess - add Str Mod to Intimidate
Scent 30'; upwind 60'; downwind 15'	Improved Critical (great club) - double critical range
Racial Skills: +2 Perception	Power Attack -3 attack for +6 damage
Natural Armor +7 AC	Cleave - if hit, attack again
Rend: If two claws hit, add 1d6+1.5 Str Mod	Toughness extra hp/lvl
superior two-weapon fighting - no penalty	
fast healing 1	
Class: Warpriest HD: d8 skills: 2+IntMod	
Weapon Prof: All simple & Martial	
Armor Prof: Light, Medium, Heavy Armor	Unholy Strike: 1 weapon does +1d6 dam vs good (1 min)
Favored Weapon of Urxehl: Greatclub	Anarchic Strike: 1 weapon does +1d6 dam vs lawful (1 min)
Spontaneous Casting: cast Inflict spells w/o preparation	Aura: Evil; Blessings: Chaos & Evil (3+lvl/2/day)

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

SPEED	BASE	FLY	SWIM	CLIMB	MISC
30	30				
INIT	1	=	1	DEX MOD	+ MISC MOD
HERO					
SR					
DR					
RESISTANCES					
POOL POINTS					

**ARMOR & WEAPONS**

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Breastplate	6	3	-4		M	60.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
claws (2)	+16	1d6+10	20,x2		S		plus rend, 1d6+1.5 Str Mod
bite (2)	+16	2d6+10	20,x2		P		
great club (2)	+16+1	2d8+10	20,x2		B	16.0	

