

Meetaung

CHARACTER
Volcano Giant Huge Male
RACE & LA SIZE GENDER
 70 Chaotic Neutral Zursvaater
AGE ALIGNMENT DEITY

PLAYER
 18'0" 6250 lbs Red Black Orange
HEIGHT WEIGHT HAIR EYES SKIN
 Arcadia
HOMELAND & BACKGROUND OCCUPATION



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

LANGUAGES: Giant, Ignan

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	40	15	18	22		
DEX	16	3	14	2		
CON	29	9	17	12		
INT	10	0	10			
WIS	12	1	10	2		
CHA	6	-2	6			

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
313	293	20	Giant	15	60		14	6	6	17
	20	1	Fighter	1	3		2	0	0	1
TOTAL HP			TOTALS							
313			Giant			16 63 0 16 6 6 18				

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	35	-10+	6	0	3	-2	18			
TOUCH	11	-10+			3	-2				
FLAT-FOOT	32	-10+	6	0	0	-2	18			

SKILLS RANKS TOTAL 63

	TOTAL	RANKS	ABILITY	TRAINED	MISC
<input checked="" type="checkbox"/> Acrobatics	3	1	3	3	
<input type="checkbox"/> Appraise	0		0		
<input type="checkbox"/> Bluff	-2		-2		
<input checked="" type="checkbox"/> Climb	31	17	15	3	
<input checked="" type="checkbox"/> Craft	0		0		
<input checked="" type="checkbox"/> Diplomacy	-2		-2		
<input type="checkbox"/> Disable Device			3		
<input type="checkbox"/> Disguise	-2		-2		
<input checked="" type="checkbox"/> Escape Artist	-1		3		
<input type="checkbox"/> Fly	-1		3		
<input checked="" type="checkbox"/> Handle Animal			-2		
<input checked="" type="checkbox"/> Heal	1		1		
<input checked="" type="checkbox"/> Intimidate	33	17	-2	3	15
<input checked="" type="checkbox"/> KN: nature	12	9	0	3	
<input checked="" type="checkbox"/> KN: dungeoneering			0		
<input checked="" type="checkbox"/> KN: engineering			0		
<input type="checkbox"/> KN:			0		
<input type="checkbox"/> KN:			0		
<input type="checkbox"/> KN:			0		
<input type="checkbox"/> Linguistics			0		
<input checked="" type="checkbox"/> Perception	21	17	-1	3	
<input type="checkbox"/> Perform	-2		-2		
<input checked="" type="checkbox"/> Prof:			1		
<input checked="" type="checkbox"/> Ride	-1		3		
<input type="checkbox"/> Sense Motive	1		1		
<input type="checkbox"/> Sleight of Hand			3		
<input type="checkbox"/> Spellcraft			0		
<input checked="" type="checkbox"/> Stealth	-9		3		-8
<input checked="" type="checkbox"/> Survival	5	1	1	3	
<input checked="" type="checkbox"/> Swim	15	1	15	3	
<input type="checkbox"/> Use Magic Device			-2		
<input type="checkbox"/>					
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<input type="checkbox"/>					
<input type="checkbox"/>					

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	25	16	9			
REF	9	6	3			
WILL	7	6	1			

+24 BAB second attack
 +19 BAB third attack



ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	29	16		15	-2	
RANGED	17	16		3	-2	
CMB	33	16	STR	15	-2	4
CMD	46	-10+	16	0	18	-2 4

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	
Race: Volcano Giant (ToHC-323) (fire, earth)	Giant Feats
Huge: -2 AC, -2 attack, +2 CMB, +2 CMD, -8 Stealth	Awesome Blow (Monster Feat): Knock 10' & prone (1d6 dam to both if foe strikes another foe)
Space 15ft., Reach 15ft., Low-light vision	Power Attack -5 attack +10 dam
Defensive Ability: Rock Catching	Cleave & Greater Cleave - attack until miss
Tough-skinned, +18 natural AC	Intimidating Prowess - add Str Mod to Intimidate
Breath Weapon: Sulfuric Gas -4 attack, rolls saves for 1 min DC=26 (3/day)	Endurance +4 Constitution-based checks
Immune: Fire; Vulnerable: Cold	Toughness - extra hp/lvl
Special Attacks: Rock Throwing & Trample	Greater Fortitude +2
SQ: oversized weapon use	Improved Critical - gargantuan long spear
Stone shape 1/day as a 20th lvl caster	Vital Strike - double damage on one attack/rnd
Class: Fighter (d10) skills 2 + Int Mod/lvl	Critical Focus - gargantuan long spear
	Bleeding Critical - 2d6 bleed on critical

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR breastplate	6	5	-4			
SHIELD						

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	40				
INIT	3	=	3	DEX MOD	+ MISC MOD
HERO					
SR					
DR					
RESISTANCES					
POOL POINTS					

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Rock Throwing	+17	2d6+22	20,x2	120	B		+1d6 fire if lava rock
Gargantuan Spear	+29	4d6+22	19-20,x3		P		Power Attack -5 attack +10 dam
Trample		2d6+22	20,x2		B		DC 31