

Mwamba  
 CHARACTER  
 Rock Troll Large Male  
 RACE & LA SIZE GENDER  
 20 Chaotic Evil Urxehl  
 AGE ALIGNMENT DEITY  
 LANGUAGES: Giant  
 PLAYER  
 10' 0" 700 dark brown brown earthy  
 HEIGHT WEIGHT HAIR EYES SKIN  
 Mwangi Expanse  
 HOMELAND & 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>	32	11	18	14		
<b>DEX</b>	18	4	16	2		
<b>CON</b>	32	11	18	14		
<b>INT</b>	3	-4	9	-6		
<b>WIS</b>	6	-2	8	-2		
<b>CHA</b>	4	-3	8	-4		

HITPOINTS			CLASS RECORDER										
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS			
172	144	8	Rock Troll	6	8	8	6	2	2	8			
	20	1	Brawler	1	1		2	2	0	1			
<b>TOTAL HP</b>			172	FAVORED CLASS	Rock Troll	<b>TOTALS</b>	7	9	8	8	4	2	9

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+	0	0	4	-1	10			
<b>TOUCH</b>	13	-10+			4	-1				
<b>FLAT-FOOT</b>	19	-10+	0	0	0	-1	10			

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	19	8	11			
<b>REF</b>	8	4	4			
<b>WILL</b>	0	2	-2			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
<b>MELEE</b>	17	7		11	-1		
<b>RANGED</b>	10	7		4	-1		
<b>CMB</b>	19	7	STR	11	-1	2	
<b>CMD</b>	33	-10+	B7B	0	15	-1	2



SKILLS					RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC
<input checked="" type="checkbox"/> ACROBATICS *	DEX 8	1	4	3	
<input type="checkbox"/> APPRAISE	INT -4		-4		
<input type="checkbox"/> BLUFF	CHA -3		-3		
<input checked="" type="checkbox"/> CLIMB *	STR 15	1	11	3	
<input checked="" type="checkbox"/> CRAFT:	INT -4		-4		
<input type="checkbox"/> DIPLOMACY	CHA -3		-3		
<input type="checkbox"/> DISABLE DEVICE *	DEX		4		
<input type="checkbox"/> DISGUISE	CHA -3		-3		
<input checked="" type="checkbox"/> ESCAPE ARTIST *	DEX 8	1	4	3	
<input type="checkbox"/> FLY *	DEX 4		4		
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA		-3		
<input type="checkbox"/> HEAL	WIS -2		-2		
<input checked="" type="checkbox"/> INTIMIDATE	CHA 13	2	-3	3	11
<input checked="" type="checkbox"/> KN: dungeoneering	INT		-4		
<input checked="" type="checkbox"/> KN: local	INT		-4		
<input type="checkbox"/> KN:	INT		-4		
<input type="checkbox"/> KN:	INT		-4		
<input type="checkbox"/> KN:	INT		-4		
<input type="checkbox"/> KN:	INT		-4		
<input type="checkbox"/> LINGUISTICS	INT		-4		
<input checked="" type="checkbox"/> PERCEPTION	WIS 3	2	-2	3	
<input type="checkbox"/> PERFORM:	CHA -3		-3		
<input checked="" type="checkbox"/> PROF:	WIS		-2		
<input checked="" type="checkbox"/> RIDE *	DEX 4		4		
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS 2	1	-2	3	
<input type="checkbox"/> SLEIGHT OF HAND *	DEX		4		
<input type="checkbox"/> SPELLCRAFT	INT		-4		
<input type="checkbox"/> STEALTH *	DEX 0		4		-4
<input type="checkbox"/> SURVIVAL	WIS -2		-2		
<input checked="" type="checkbox"/> SWIM *	STR 15	1	11	3	
<input type="checkbox"/> USE MAGIC DEVICE	CHA		-3		
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				

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

Race: Rock Troll (ToHC-613) (humanoid) HD: d8  
 Large -1 AC, -1 attack, +1 CMB, +1 CMD, -4 Stealth  
 Space/Reach: 10 feet/10 feet.  
 Darkvision 60' & Low Light Vision  
 Scent 30'; upwind 60'; downwind 15'  
 Natural Armor +10 AC; burrow 20'  
 Rend: If two claws hit, add 1d6+1.5 Str Mod  
 fast healing 5 if underground & touching earth or rock  
 Vulnerability to Sunlight (Ex) DC 17 Fort check or turn to stone  
 Class: Brawler HD: d10 skills 4 + Int Mod  
 Weapon Prof: all simple weapons & handaxe, short sword  
 Armor Prof: Light Armor & Shields  
 Brawler's Cunning (Ex) if Int < 13, still take combat feats  
 Martial Flexibility (Ex) trade move for unknown combat feat  
 Martial Training (Ex) - lvls counts as both fighter & monk  
 Rock Troll feats (4) & skills (2+Int Mod)  
 Intimidating Prowess - add Str Mod to Intimidate  
 Toughness - extra hp/lvl  
 Improved Natural Attack (claws)  
 Improved Initiative +4  
 Improved Critical (claws)  
 Improved Unarmed Strike - Bonus Feat

**ARMOR & WEAPONS**

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

SPEED BASE 30 FLY SWIM CLIMB MISC 20

INIT 8 = 4 DEX MOD + 4 MISC MOD

HERO SR DR

RESISTANCES

POOL POINTS

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
claws (2)	+17	1d8+11	19-20,x2		S		plus rend, 1d6+1.5 Str Mod
bite	+17	1d8+11	20,x2		P		
unarmed strike	+17	1d8 +11	20,x2		B		