

San Hkyay
 CHARACTER
 Ferrous Giant Huge Male
 RACE & LA SIZE GENDER
 90 Neutral Skode
 AGE ALIGNMENT DEITY
 LANGUAGES: Giant, Common

PLAYER
 20' 8330 Rust Chrome Steel Blue
 HEIGHT WEIGHT HAIR EYES SKIN
 Arcadia
 HOMETLAND & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	48	19	18	30		
DEX	14	2	14			
CON	31	10	16	15		
INT	12	1	10	2		
WIS	12	1	10	2		
CHA	12	1	10	2		

HITPOINTS			CLASS RECORDER									
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS		
473	427	25	Giant	18	75	25	14	8	8	25		
	21	1	Ranger	1	7		2	2	0	1		
TOTAL HP			473	FAVORED CLASS			Giant	TOTALS			19 82 25 16 10 8 26	

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	37	-10+	9	0	2	-2	18			
TOUCH	10	-10+			2	-2				
FLAT-FOOT	35	-10+	9	0	0	-2	18			

SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
FORT	26	16	10			
REF	12	10	2			
WILL	9	8	1			

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE	36	19	19	-2		
RANGED	19	19	2	-2		
CMB	40	19	STR	19	-2 4	
CMD	52	-10+	19	0	21	-2 4

COMBAT NOTES & MODIFIERS
 +30 BAB second attack
 +25 BAB third attack
 +20 BAB fourth attack



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

Race: Ferrous Giant (ToHC-318)
 Huge: -2 AC, -2 attack, +2 CMB, +2 CMD, -8 Stealth
 Space 15ft., Reach 15ft., Low-light vision
 Tough-skinned, +18 natural AC
 SQ: oversized weapon use
 Special Attacks: Grab, pound, trample.
 Armor Prof: Light & Medium & Shields
 Weapon Prof: All Simple & Martial
 Damage reduction 15/cold iron, fire immunity
 Ferrous Mind (Ex) immune to mind influencing effects
 Spell-like Abilities:(CL 15th):
 —heat metal (DC 14) (at will)
 —levitate (iron objects or creatures only, including itself) (at will)
 —wall of iron (DC 18) 1/day
 Class: Ranger HD: d10 skills: 6+Int Mod

Giant Feats (12)
 Awesome Blow (Monster Feat): Knock 10' & prone (1d6 dam to both if foe strikes another foe)
 Power Attack -7 attack +14 dam
 Cleave & Greater Cleave - attack until miss
 Intimidating Prowess - add Str Mod to Intimidate
 Improved Critical - gargantuan great axe
 Vital Strike - double damage on one attack/rnd
 Toughness - extra hp/lvl
 Critical Focus - Gargantuan Greataxe
 Staggering Critical & Stunning Critical - Greataxe
 Endurance +4 Constitution-based checks
 Feat: Heavy Armor Proficiency
 Favored Enemy: Dwarf
 Track +lvl/2 to survival; Wild Empathy - improve animal attitude

SKILLS						RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC		82
<input type="checkbox"/> ACROBATICS	DEX	-2	1	2		
<input type="checkbox"/> APPRAISE	INT	2	1	1		
<input type="checkbox"/> BLUFF	CHA	2	1	1		
<input checked="" type="checkbox"/> CLIMB	STR	18	1	19	3	
<input checked="" type="checkbox"/> CRAFT: weapons	INT	24	20	1	3	
<input type="checkbox"/> DIPLOMACY	CHA	1		1		
<input type="checkbox"/> DISABLE DEVICE	DEX			2		
<input type="checkbox"/> DISGUISE	CHA	1		1		
<input type="checkbox"/> ESCAPE ARTIST	DEX	-3		2		
<input type="checkbox"/> FLY	DEX	-3		2		
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA	5	1	1	3	
<input checked="" type="checkbox"/> HEAL	WIS	5	1	1	3	
<input checked="" type="checkbox"/> INTIMIDATE	CHA	43	20	1	3	19
<input checked="" type="checkbox"/> KN: geography	INT	6	2	1	3	
<input type="checkbox"/> KN: engineering	INT	2	1	1		
<input type="checkbox"/> KN: religion	INT	2	1	1		
<input type="checkbox"/> KN: planes	INT	3	2	1		
<input checked="" type="checkbox"/> KN: nature	INT	6	2	1	3	
<input checked="" type="checkbox"/> KN: dungeoneering	INT	5	1	1	3	
<input type="checkbox"/> LINGUISTICS	INT			1		
<input checked="" type="checkbox"/> PERCEPTION	WIS	24	20	1	3	
<input type="checkbox"/> PERFORM	CHA	1		1		
<input checked="" type="checkbox"/> PROF: blacksmith	WIS	5	1	1	3	
<input checked="" type="checkbox"/> RIDE	DEX	-3		2		
<input type="checkbox"/> SENSE MOTIVE	WIS	2	1	1		
<input type="checkbox"/> SLEIGHT OF HAND	DEX			2		
<input checked="" type="checkbox"/> SPELLCRAFT	INT	5	1	1	3	
<input checked="" type="checkbox"/> STEALTH	DEX	-7	1	2	3	-8
<input checked="" type="checkbox"/> SURVIVAL	WIS	6	1	1	3	1
<input checked="" type="checkbox"/> SWIM	STR	18	1	19	3	
<input type="checkbox"/> USE MAGIC DEVICE	CHA	2	1	1		
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					

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 50 BASE FLY SWIM CLIMB MISC

INIT 2 = 2 DEX MOD + MISC MOD

HERO SR DR 15/iron

RESISTANCES immunity fire & Mind-effects

POOL POINTS

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Iron Plate of the Ferrous Giants	9	2	-5	35	Heavy	550.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
gargantuan greataxe	+35	4d6+28	19-20,x3		S	400.0	stunning critical
unarmed strikes (x2)	+35	2d6+28	20,x2		B		lethal damage
Trample	+35	2d6+28	20,x2		B		DC 37 Fort save or stunned 1 rnd
Grab & Pound	+35	2d6+28	20,x2		B		DC 37 Fort save or stunned 1 rnd