

Meehkoe Yaj Pu Raw Hate

CHARACTER
Smoke Giant **Large** **Female**
RACE & LA SIZE GENDER
100 **Neutral Evil** **Minderhal**
AGE ALIGNMENT DEITY
 LANGUAGES: **Giant, Auran**

PLAYER
9'0" **760 lbs** **Slate Gray** **Smoky** **Gray**
HEIGHT WEIGHT HAIR EYES SKIN
Arcadia
HOMELAND & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	30	10	18	12		
DEX	20	5	14	6		
CON	26	8	18	8		
INT	12	1	14	-2		
WIS	18	4	18			
CHA	16	3	14	2		

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
140	126	9	Giant	6	36		6	2	2	9
	14	1	Shaman	0	3		0	0	2	1
TOTAL HP			TOTALS							
			6	39	0	6	2	4	10	

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	23	-10+	3	0	5	-1	6			
TOUCH	14	-10+		5	-1					
FLAT-FOOT	18	-10+	3	0	0	-1	6			

ARMOR CHECK PENALTY **0**
 MAXIMUM DEX **5**
 SPELL FAILURE **0%**

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	14	6	8			
REF	7	2	5			
WILL	8	4	4			

COMBAT NOTES & MODIFIERS
+10 BAB second attack



ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	15	6		10	-1	
RANGED	10	6		5	-1	
CMB	17	6	STR	10	-1	2
CMD	32	-10+	B6B	0	15	-1

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

Race: **Smoke Giant (ToHC-322)**
 Large -1 AC, -1 attack, +1 CMB, +1 CMD, -4 Stealth
 Space 10 ft., Reach 10 ft., darkvision & low-light vision
 +8 Stealth in Smoke
 Tough-skinned, +6 natural AC
 Special Qualities: Rock catching, Immunity to Fire
 Special Attacks: Rock Throwing, Heated Rock (+1d6 fire dam)
 Smoke (as fog cloud) (3/day) (CL=9)
 Smoke Form (Su) (20 mds/day) fly 50'/rnd (as gaseous form)
 Class: **Shaman (ACG) HD: d8 skills: 4 + Int Mod**
 Weapon Prof: All Simple Weapons
 Armor Prof: Light & Medium Armor
 Spirit: Wind, shocking touch attack & spells
 Spirit Animal: Smoke Mephit (see next page)
 Spirit Magic: 1 extra spell slot/lvl

Giant Feats (5)
 Martial Weapon Proficiency (heavy mace)
 Weapon Focus (heavy mace)
 Intimidating Prowess - add Str Mod to Intimidate
 Power Attack -3 attack +6 dam
 Improved Critical (heavy mace)
 Improved Familiar

SKILLS		TOTAL	RANKS	ABILITY	TRAINED	MISC
<input type="checkbox"/> ACROBATICS	DEX	5		5		
<input type="checkbox"/> APPRAISE	INT	1		1		
<input type="checkbox"/> BLUFF	CHA	3		3		
<input type="checkbox"/> CLIMB	STR	10		10		
<input checked="" type="checkbox"/> CRAFT	INT	5	1	1	3	
<input checked="" type="checkbox"/> DIPLOMACY	CHA	7	1	3	3	
<input type="checkbox"/> DISABLE DEVICE	DEX			5		
<input type="checkbox"/> DISGUISE	CHA	3		3		
<input type="checkbox"/> ESCAPE ARTIST	DEX	5		5		
<input checked="" type="checkbox"/> FLY	DEX	9	1	5	3	
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA			3		
<input checked="" type="checkbox"/> HEAL	WIS	8	1	4	3	
<input checked="" type="checkbox"/> INTIMIDATE	CHA	16	10	3	3	
<input checked="" type="checkbox"/> KN: nature	INT	7	3	1	3	
<input checked="" type="checkbox"/> KN: planes	INT	7	3	1	3	
<input checked="" type="checkbox"/> KN: religion	INT	7	3	1	3	
<input type="checkbox"/> KN:	INT			1		
<input type="checkbox"/> KN:	INT			1		
<input type="checkbox"/> KN:	INT			1		
<input type="checkbox"/> LINGUISTICS	INT			1		
<input checked="" type="checkbox"/> PERCEPTION	WIS	17	10	4	3	
<input type="checkbox"/> PERFORM	CHA	3		3		
<input checked="" type="checkbox"/> PROF:	WIS	8	1	4	3	
<input checked="" type="checkbox"/> RIDE	DEX	5		5		
<input type="checkbox"/> SENSE MOTIVE	WIS	4		4		
<input type="checkbox"/> SLEIGHT OF HAND	DEX			5		
<input checked="" type="checkbox"/> SPELLCRAFT	INT	8	4	1	3	
<input type="checkbox"/> STEALTH	DEX	1		5		-4
<input checked="" type="checkbox"/> SURVIVAL	WIS	8	1	4	3	
<input type="checkbox"/> SWIM	STR	10		10		
<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					

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 **40**

INIT **5** = **5** DEX MOD + **0** MISC MOD

HERO **SR** **DR**

RESISTANCES Immune Fire

POOL POINTS

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

ARMOR Studded leather	3	5				45.0
SHIELD						

WEAPON NAME & DESCRIPTION ATTACK MODIFIERS DAMAGE CRITICAL RANGE TYPE WEIGHT AMMO & NOTES

slam (x2)	+15	1d8+15	20,x2				
rock throwing	+10	1d8+15+1d6 fire	20,x2	120	B		
heavy mace	+15+1	2d6+15	20,x2		B	27.0	
Shocking Touch (Su) (touch attack)	+15	1d6+lvl/2 electric	20x2				(3 + Cha Mod/day)

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
14	0	3	3			
15	1st	3	1	1	1	
	2nd			1		
	3rd			1		
	4th			1		
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text" value="0"/>					

BLOODLINES & PATRONS

BLOODLINE/PATRON
BLOODLINE/PATRON

DOMAINS

DOMAIN SUBDOMAIN DOMAIN SUBDOMAIN DOMAIN SUBDOMAIN

WIZARD SPECIALITY SCHOOL

SPECIALITY FOCUSED PROHIBITED PROHIBITED

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text" value="0"/>					

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Detect Magic - Detects spells and magic items within 60 ft.	Divination					
0			Guidance - +1 on one attack roll, saving throw, or skill check.	Divination					
0			Read Magic - Read scrolls and spellbooks	Divination					
0			Touch of Fatigue - Touch attack fatigues target.	Necromancy					
1	1		Alter Winds - Increase/decrease strength of natural winds.	Transmutation					
1			Chill Touch - One touch/level deals 1d6 damage and possibly 1 Str damage.	Necromancy					
1			Detect Chaos/Evil/Good/Law - Reveals creatures, spells, or objects of selected alignment.	Divination					
1			Read Weather Precisely forecast natural weather over the next 48 hours.	Divination					
1			Inflict Light Wounds - Touch deals 1d8 damage +1/level (max +5).	Necromancy					
1			Summon Nature's Ally I - Summons creature to fight.	Conjuration					