Smoke Giant Large Female 9'0" 760 lbs Slate Gray RACE & LA GENDER

HEIGHT WEIGHT HAIR Smoky

Gray

DATHEINDER

100 Neutral Evil Minderhal							HEIGHT WEIGHT HAIR EYES SKIN Arcadia WOMENNO & BACKEROUND OCCURATION WOMENNO & BACKEROUND OCCURATION													3				
AGE	Ciont Auro		DEITY				HOMELAND & BACKGROUND OCCUPATION Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012														(0)			
LANGUAGE	s: Giant, Aura	111													•				ioo.com.	Version	1.0.2012			
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	-skinned, +								: -3 atta					- 0	STR STR	+	+	-	-					
	l Qualities:		•	J ,					tical (he	eavy n	nace)			-	STR									
	Attacks: Rock				(+1d6 fir	e dam)	Improv	ved Fai	miliar	MARK A TO SHOW A CLASS	STR	ASS SKII	IS WITH I	RANKS GA	MN A +3	TRAINED	RONUS							
	e (as fog clo		• , ,												* SKILL CAN BE USE	D UNTRA	INED	* ARMOR	CHECK P	ENALTY A	APPLIES			
	Form (Su) (20														EXPERIENCE - SLOW ☐ MEDIUM ☑ FAS	ат □		0	/		2,000)		
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	6. 44-30 2		RMOR NAM	1E & DESCRIF					AC BONUS		PENALTY	SPELL FAIL	TYPE	WEIGHT			_	_						
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SHIELD																								
	WEAD	ON NAME &	DECCRIPTIO	NA.				K MODIFIER	c		D.4	MAGE		CRITIC	AL RANGE TYPE	WEIGH	er.		A 14 14 C	& NOTE	c			

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	В		
heavy mace	+15+1	2d6+15	20,x2		В	27.0	
Shocking Touch (Su) (touch attack)	+15	1d6+lvl/2 electric	20x2				(3 + Cha Mod/day)

	FEATS & SPECIAL ABILITIES					F	EA	rs &	SPECI/	AL ABIL	ITIES				
Sni	irit Animal: Smoke Mephit (ToHC-424)	USES/DAY	USED	\ \s\	ooty Broa			NAME				d4 firo)	USES/DAY	USED	
⊢∸	int Arima. Shoke Meprit (10110-424) ickles with electrical energy when it moves, giving off light like				Sooty Breath (15-foot cone of black soot, DC 12 for half, 1d4 fire)										
⊢					failed save, –4 AC and –2 attack rolls for 3 rounds.										
-	ctricity resistance 10			⊣ ⊢	Spell-like Abilities (CL 6th) 1/hour—blur										
-	Medium outsider (air, extraplanar, fire)				summon (level 2, 1 smoke mephit 25%) (1/day) Ember storm, 20" rad, 2d6 fire damage (Reflex DC 14 half, caster level 6th) (1/da										
-	+6; Senses darkvision 60 ft.; Perception +4							_				er level 6th	n) (1/day)		
⊢	17, touch 14, flat-footed 14 (+1 size, +2 Dex, +1 dodge, +	3 natural)			- I		x 14, Con 10, I			s 11, Ch	ia 15				
hp	16 (3d10); fast healing 2; Fort +1; Ref +5; Will +3				Ba	ase Atk +	-3; CMB +3; CI	MD	17						
DR	5/magic; Immune fire, outsider traits, Weakness vulnerabil	lity to cold			_ F∈	eats Dod	ge, Improved I	nitia	ative						
Sp	d 30 ft., fly 50 ft. (perfect); Languages Ignan, Comm	non			SI	kills Bluff	+7, Diplomac	y +	7, Di	isguise	+6, Esc	ape Arti	ist +8,		
Ме	lee 2 claw +3 (1d3);] [FI	y +12, In	timidate +6, Pe	rcep	otion	+4, Ste	alth +8				
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0			Guidance - +1 on one attack roll, saving throw, or skill check.											_	Divinat	_											
0			Read Magic - Read scrolls and spellbooks Touch of Fatigue - Touch attack fatigues target.												Vecroma									_			
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1	1		Alter Winds - Increase/decrease strength of natural winds.											Т	ransmut	ation											
1			Chill Touch - One touch/level deals 1d6 damage and possibly 1 Str damage.											N	Vecroma	ancy								_			
1			Detect Chaos/Evil/Good/Law - Reveals creatures, spells, or objects of selected alignment											nt.	Divinat	ion											
1			Read Weather Precisely forecast natural weather over the next 48 hours.										3 hours.		Divinat	ion											
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