

Sell Luu
 CHARACTER
 Sand Giant Huge Male
 RACE & LA SIZE GENDER
 65 Neutral Evil Urazra
 AGE ALIGNMENT DEITY
 LANGUAGES: Giant, Common

PLAYER
 19' 7140 Sandy Blonde! Amber Olive
 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	40	15	18	22		
DEX	16	3	14	2		
CON	30	10	18	12		
INT	12	1	10	2		
WIS	12	1	10	2		
CHA	14	2	10	4		

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
326	304	19	Giant	14	76		11	6	6	19
	22	1	Barbarian	1	5		2	0	0	1
NONLETHAL HP DAM										
TEMPORARY HP										
TOTAL HP	326	FAVORED CLASS	Giant	TOTALS	15	81	0	13	6	20

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	29	-10+	6	0	3	-2	12			
TOUCH	11	-10+			3	-2				
FLAT-FOOT	26	-10+	6	0	0	-2	12			

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	23	13	10			
REF	9	6	3			
WILL	7	6	1			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	28	15		15	-2	
RANGED	16	15		3	-2	
CMB	32	15	STR	15	-2	4
CMD	45	-10+	15	0	18	-2

COMBAT NOTES & MODIFIERS

BAB +23 second attack
 BAB +18 third attack

SKILLS						RANKS TOTAL	81
	TOTAL	RANKS	ABILITY	TRAINED	MISC		
<input checked="" type="checkbox"/> ACROBATICS	DEX	7	6	3	3		
<input type="checkbox"/> APPRAISE	INT	1		1			
<input type="checkbox"/> BLUFF	CHA	2		2			
<input checked="" type="checkbox"/> CLIMB	STR	19	6	15	3		
<input checked="" type="checkbox"/> CRAFT	INT	10	6	1	3		
<input type="checkbox"/> DIPLOMACY	CHA	2		2			
<input type="checkbox"/> DISABLE DEVICE	DEX			3			
<input type="checkbox"/> DISGUISE	CHA	2		2			
<input type="checkbox"/> ESCAPE ARTIST	DEX	-2		3			
<input type="checkbox"/> FLY	DEX	-2		3			
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA	11	6	2	3		
<input type="checkbox"/> HEAL	WIS	1		1			
<input checked="" type="checkbox"/> INTIMIDATE	CHA	39	19	2	3	15	
<input checked="" type="checkbox"/> KN: nature	INT	10	6	1	3		
<input type="checkbox"/> KN:	INT			1			
<input type="checkbox"/> KN:	INT			1			
<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	23	19	1	3		
<input type="checkbox"/> PERFORM	CHA	2		2			
<input type="checkbox"/> PROF:	WIS			1			
<input checked="" type="checkbox"/> RIDE	DEX	2	1	3	3		
<input type="checkbox"/> SENSE MOTIVE	WIS	1		1			
<input type="checkbox"/> SLEIGHT OF HAND	DEX			3			
<input type="checkbox"/> SPELLCRAFT	INT			1			
<input type="checkbox"/> STEALTH	DEX	-10		3		-8	
<input checked="" type="checkbox"/> SURVIVAL	WIS	10	6	1	3		
<input checked="" type="checkbox"/> SWIM	STR	19	6	15	3		
<input type="checkbox"/> USE MAGIC DEVICE	CHA			2			
<input type="checkbox"/>	STR						
<input type="checkbox"/>	STR						
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<input type="checkbox"/>	STR						
<input type="checkbox"/>	STR						

FEATS & FEATURES	
CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	
Race: Sand Giant (ToHC-320)	Giant Feats (10)
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	Intimidating Prowess - add Str Mod to Intimidate
Tough-skinned, +12 natural AC	Weapon Focus - Greatsword
Special Qualities: Rock catching, scent	Critical Focus - Greatsword
Special Attacks: Fist of Sand - slam +26, 1d8+10 dam; - DC 29; CMB +26, CMD 36; AC 20, hp 69; 19 rounds	Improved Critical - Greatsword
Armor Prof: Light & Medium & Shields	Staggering Critical & Stunning Critical - Greatsword
Weapon Prof: All Simple & Martial	Power Attack -7 attack +14 dam
Spell-like Abilities: CL 19th):	Vital Strike - double damage on one attack/rnd
Soften earth and stone, Move earth (2/day), Earthquake (1/day)	Dazzling Display - Intimidate as action all foes w/in 30'
Class: Barbarian HD: d12 skills 4+Int Mod	Gory Finish - Intimidate w/ killing blow all foes w/in 30'
Fast Movement (Ex) + 10' base move	
Rage (Ex) 4+Int Mod+2*lvl rnds/day	
+4 Str, +4 Con, +2 Will, -2 AC	

ARMOR & WEAPONS						
ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR chainmail	6	3	-5		Med	400.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
greatsword	+28	4d6+22	17-20/x2		S	250.0	
slam (x2)	+28	2d6+22	20,x2		B		
rock throwing	+16	2d6+22	20,x2	120	B		

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 60

INIT 3 = 3 DEX MOD + MISC MOD

HERO

SR **DR**

RESISTANCES

POOL POINTS