

# HELKARG (MOUNTED)

## CREATURE 9

**CE****LARGE****GIANT****TROLL****Perception** +18**Languages** Common, Giant**Skills** Athletics +17, Intimidation +19, Survival +14**Str** +6, **Dex** +3, **Con** +7, **Int** -1, **Wis** +1, **Cha** +4

**Heavy Chariot** Helskarg is driving a giant heavy chariot being pulled by two of her ogre pets. If she moved in the previous round, she must either use another move action or Stop the vehicle or the vehicle continues moving and becomes uncontrolled. While in motion Helskarg's attacks have a -2 penalty to her attack rolls - this has been already calculated in the Strikes. The chariot has AC 14, Fort +9, Hardness 5, HP 40 (BT 20) and is immune to critical hits, precision attacks and object immunities. The piloting check is DC 20 Intimidation.

**Uncontrolled** On a failed piloting check or if one of her ogres pulling the chariot is slain Helskarg's vehicle continues travelling in a straight line at its current heading, veering up to 45 degrees at the GM's discretion.

**Items** autograpnel, studded leather armor, gray access keycard**AC** 26; **Fort** +21, **Ref** +15, **Will** +13**HP** 200 (regeneration 25 (deactivated by acid or fire)); **Weaknesses** fire 10**Attack of Opportunity** ↻**Speed** 30 feet (mounted)**Melee** ♦ claws +19 (agile, reach 10 feet), **Damage** 2d8+11 slashing**Ranged** ♦ autograpnel +17 (one-handed, range increment 30 feet, reload 1), **Damage** 2d8+3 piercing

**Drive** (move) Decide on how many actions to spend before Helskarg rolls. Attempt a piloting check with any listed penalties.

♦ Helskarg's chariot moves up to its speed and can turn normally.

♦♦ (reckless) Helskarg's chariot moves up to twice its speed in a straight line at its current heading.

♦♦♦ (reckless) Helskarg takes a -5 penalty to the piloting check. Helskarg's chariot moves up to thrice its speed in a straight line at its current heading.

**Run Over** ♦♦♦ (move, reckless) On a successful piloting check, Helskarg's chariot moves up to twice its speed in a direct line at the vehicle's current heading. Each medium or smaller creature in its path takes 3d10 bludgeoning damage (basic Reflex DC 25). Large creatures targeted by this also make the basic Reflex save and take damage, but Helskarg, the chariot and her ogres all take the full damage and come to a stop.

**Stop** ♦ (move) The vehicle is brought safely to a stop.

**Forced Regeneration** ♦ (concentrate); **Requirements** Helskarg's regeneration is not currently deactivated. **Effect** Helskarg regains 15 HP.

**Retract Autograpnel** ♦♦ **Requirements** Helskarg has successfully hit a target with her autograpnel and she has yet to reload it; **Effect** Helskarg attempts to pull the creature towards her. Medium and smaller creatures must make a DC 25 Fortitude save or be dragged within her reach. The autograpnel's chain then releases the creature and is considered reloaded.

