

UNIQUE

CE

LARGE

HUMANOID

EARTH

GIANT

**Perception** +22; Darkvision**Languages** Common, Jotun**Skills** Acrobatics +18, Athletics +25, Intimidation +18, Nature +17, Stealth +18 (22 in rocky terrain), Survival +19**Str** +7, **Dex** +3, **Con** +5, **Int** +0, **Wis** +2, **Cha** +1**Nature's Edge** Enemies are flat-footed to you if they're in natural difficult terrain or in difficult terrain resulting from a snare.**Items** Sack with 5 rocks**AC** 30; **Fort** +21, **Ref** +19, **Will** +17**HP** 190

**Catch Rock** ➤ **Requirements** Teraktinus must have a free hand but can Release anything he is holding as part of this reaction. **Trigger:** Teraktinus is targeted with a thrown rock Strike or a rock would fall on him. **Effect:** Teraktinus gains a +4 circumstance bonus to his AC against the triggering attack or to any defense against the falling rock. If the attack misses or he successfully defends against the falling rock, he catches the rock, takes no damage, and is now holding the rock.

**Twin Riposte** ♦ **Requirements** You are benefiting from Twin Parry. **Trigger** A creature within your reach critically fails a Strike against you. A clever parry with one weapon leaves your opponent open to an attack with the other weapon. Make a melee Strike or use a Disarm action against the triggering opponent.

**Speed** 35 feet**Melee** ♦ +1 striking pick +24 (fatal d10, magical, reach 10ft), **Damage** 2d6+15 piercing**Melee** ♦ +1 striking light pick +24 (agile, fatal d8, magical, reach 10ft), **Damage** 2d4+15 piercing**Ranged** ♦ rock +23 (brutal), **Damage** 2d6+15 bludgeoning 120ft

**Hunt Prey** ♦ (concentrate) Teraktinus designates as his prey a single creature that he can see and hear or that he is Tracking. He gains a +2 circumstance bonus to Perception checks when he Seeks his prey and a +2 circumstance bonus to Survival checks when he Tracks his prey. Teraktinus also ignores the penalty for making ranged attacks within his second range increment against his prey. Lastly, Teraktinus gains a +2 circumstance bonus to Deception checks, Intimidation checks, and Stealth checks against his prey and to any check to Recall Knowledge about his prey, as well as a +1 circumstance bonus to AC against his prey's attacks. Teraktinus can have only one prey designated at a time.

**Quick Draw** ♦ You draw your weapon and attack with the same motion. You Interact to draw a weapon, then Strike with that weapon.

**Twin Takedown** ♦ (flourish) Make two Strikes against your hunted prey, one with each of the required weapons. If both hit the same hunted prey, combine their damage for the purpose of its resistances and weaknesses. Apply your multiple attack penalty to each Strike normally.

**Twin Parry** ♦ You use your two weapons to parry attacks. You gain a +1 circumstance bonus to AC until the start of your next turn, or a +2 circumstance bonus if either weapon has the parry trait. You lose this circumstance bonus if you no longer meet this feat's requirement.

**Wide Swing** ♦ Teraktinus makes a single Strike and compares the attack roll result to the ACs of up to two foes within its reach. This counts as two attacks for Teraktinus multiple attack penalty