

Death Dealer

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|---------------------|------------|------------|--------|--------|--------|--------------------------------|
| NAME | | PLAYERNAME | | DEITY | | Neutral Evil |
| | | | | | | ALIGNMENT |
| Gia4 Ftr12 | 153000 | Ogre | Large | 0' 0" | 0 lbs. | Darkvision (60'), Low-light |
| CLASS | EXPERIENCE | RACE | SIZE | HEIGHT | WEIGHT | VISION |
| 16/18 | 171000 | 0 | Male | | , | 0 |
| Character Level/ECL | NEXT LEVEL | AGE | GENDER | EYES | HAIR | POINTS |

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|----------------------------|------------|----------|---------------|-------------|------------|----------|
| ABILITY NAME | BASE SCORE | BASE MOD | ABILITY SCORE | ABILITY MOD | TEMP SCORE | TEMP MOD |
| STR Strength | 33 | +11 | 33 | +11 | 33 | +11 |
| DEX Dexterity | 16 | +3 | 20 | +5 | 20 | +5 |
| CON Constitution | 20 | +5 | 20 | +5 | 20 | +5 |
| INT Intelligence | 10 | +0 | 10 | +0 | 10 | +0 |
| WIS Wisdom | 12 | +1 | 12 | +1 | 12 | +1 |
| CHA Charisma | 6 | -2 | 6 | -2 | 6 | -2 |

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| NAME | SCORE | MOD | SCORE | MOD | SCORE | MOD | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| STR Strength | 33 | +11 | 33 | +11 | 33 | +11 | VP Vitality | 222 | | | | WP Wound Points | 20 | | | Walk 30 ft. | | | | | | | | | | | | | | | | | |
| DEX Dexterity | 16 | +3 | 20 | +5 | 20 | +5 | AC armor class | 45 | : | 40 | : | 19 | = | 10 | + | 15 | + | 0 | + | 5 | + | -1 | + | 11 | + | 5 | | | | | | | |
| CON Constitution | 20 | +5 | 20 | +5 | 20 | +5 | | TOTAL | | FLAT | | TOUCH | | BASE | | ARMOR BONUS | | SHIELD BONUS | | STAT | | SIZE | | NATURAL | | MISC | | MISS CHANCE | | | | | |
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|-------------------------------|------------|--------------|---------------|
| INITIATIVE modifier | +9 | +5 | +4 |
| TOTAL | | DEX MODIFIER | MISC MODIFIER |
| BASE ATTACK bonus | +15/+10/+5 | | |

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|------------------------------------|-------|-----------|---------|-------|------|------|------|-----------------------|
| SAVING THROWS | TOTAL | BASE SAVE | ABILITY | MAGIC | MISC | EPIC | TEMP | conditional modifiers |
| FORTITUDE (constitution) | +29 | +12 | +5 | +0 | +12 | +0 | | |
| REFLEX (dexterity) | +22 | +5 | +5 | +0 | +12 | +0 | | |
| WILL (wisdom) | +18 | +5 | +1 | +0 | +12 | +0 | | |

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|--------------------------------|-------------------|------------|------|------|------|------|
| TOTAL | BASE ATTACK BONUS | STAT | SIZE | MISC | EPIC | TEMP |
| MELEE attack bonus | +29/+24/+19 | +15/+10/+5 | +11 | -1 | +4 | +0 |
| RANGED attack bonus | +23/+18/+13 | +15/+10/+5 | +5 | -1 | +4 | +0 |
| GRAPPLE attack bonus | +34/+29/+24 | +15/+10/+5 | +11 | +4 | +4 | +0 |

| | | | |
|----------------|--------------------|--------|----------|
| UNARMED | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
| | +29/+24/+19 | 1d4+11 | 20/x2 |

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|-----------------------------|-------------|--------------|-----------|--------|----------|
| *Greataxe +4 (Large) | | CURRENT HAND | TYPE | SIZE | CRITICAL |
| | | Both | S | L | 19-20/x3 |
| | To Hit | Dam | 2W-P-(OH) | To Hit | Dam |
| 1H-P | N/A | N/A | 2W-P-(OL) | N/A | N/A |
| 1H-O | N/A | N/A | 2W-P-(OL) | N/A | N/A |
| 2H | +35/+30/+25 | 3d6+24 | 2W-OH | N/A | N/A |

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| Special Properties |
| *: weapon is equipped |
| 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand. |

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|---|--------|-----|--------|-------|---------------|
| ARMOR | TYPE | AC | MAXDEX | CHECK | SPELL FAILURE |
| *The Definitive Harness* AC Bonus (Deflection) (+5/Mithral/+3/Large) | Medium | +20 | +5 | -1 | 15 |
| Deflection bonus to armor class of +5, 30hp/inch and 15 hardness | | | | | |

| SKILL NAME | | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | MAX RANKS | 19/9.5 |
|---|-----|-------------|----------------|------------------|-----------|---------------|
| | | | | | RANKS | MISC MODIFIER |
| ✓ Appraise | INT | 4 | = | 0 | + | 4 |
| ✓ Balance | DEX | 8 | = | 5 | + | 3 |
| ✓ Bluff | CHA | 2 | = | -2 | + | 4 |
| ✓ Climb | STR | 16 | = | 11 | + 2.0 | 3 |
| ✓ Concentration | CON | 11 | = | 5 | + 2.0 | 4 |
| ✓ Craft (Untrained) | INT | 4 | = | 0 | + | 4 |
| ✓ Diplomacy | CHA | 2 | = | -2 | + | 4 |
| ✓ Disguise | CHA | 2 | = | -2 | + | 4 |
| ✓ Escape Artist | DEX | 8 | = | 5 | + | 3 |
| ✓ Forgery | INT | 4 | = | 0 | + | 4 |
| ✓ Gather Information | CHA | 2 | = | -2 | + | 4 |
| ✓ Heal | WIS | 5 | = | 1 | + | 4 |
| ✓ Intimidate | CHA | 19 | = | -2 | + 17.0 | 4 |
| ✓ Jump | STR | 14 | = | 11 | + | 3 |
| ✓ Listen | WIS | 7 | = | 1 | + | 6 |
| ✓ Ride | DEX | 9 | = | 5 | + | 4 |
| ✓ Search | INT | 4 | = | 0 | + | 4 |
| ✓ Sense Motive | WIS | 5 | = | 1 | + | 4 |
| ✓ Sneak | DEX | 9 | = | 5 | + | 4 |
| ✓ Sneak (Hide) | DEX | 4 | = | 5 | + | -1 |
| ✓ Spot | WIS | 24 | = | 1 | + 17.0 | 6 |
| ✓ Survival | WIS | 5 | = | 1 | + | 4 |
| ✓ Swim | STR | 13 | = | 11 | + | 2 |
| ✓ Use Rope | DEX | 9 | = | 5 | + | 4 |
| | | | = | + | + | |
| | | | = | + | + | |
| ✓: can be used untrained. X: exclusive skills | | | | | | |

| EQUIPMENT | | | | |
|--|----------|-----|------------------|---------|
| ITEM | LOCATION | QTY | WT | COST |
| Gloves of Dexterity +4 | Equipped | 1 | 0.0 | 16000.0 |
| Greataxe +4 (Large) | Equipped | 1 | 24.0 | 32340.0 |
| The Definitive Harness* AC Bonus (Deflection) (+5/Mithral/+3/Large) | Equipped | 1 | 50.0 | 88000.0 |
| Deflection bonus to armor class of +5, 30hp/inch and 15 hardness | | | | |
| TOTAL WEIGHT CARRIED/VALUE | | | 74 lbs. 136340.0 | gp |

| WEIGHT ALLOWANCE | | | | | |
|------------------|------|-----------------|------|-------------|-------|
| Light | 1600 | Medium | 3200 | Heavy | 4800 |
| Lift over head | 4800 | Lift off ground | 9600 | Push / Drag | 24000 |

| SPECIAL ABILITIES | |
|--------------------------|--|
| Giant Traits | |
| Giants eat/sleep/breathe | |

| FEATS | |
|--|---|
| Alertness | You get a +2 bonus on all Listen checks and Spot checks. |
| Armor Proficiency, Exotic | No armor check penalty on attack rolls |
| Great Fortitude | You get a +2 bonus on all Fortitude saving throws. |
| Greater Weapon Focus (Greataxe) | You gain a +1 bonus on all attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including the one from Weapon Focus. |
| Greater Weapon Specialization (Greataxe) | You gain a +2 bonus on all damage rolls you make using the selected weapon. This bonus stacks with other bonuses on damage rolls, including the one from Weapon Specialization. |
| Improved Critical (Greataxe) | When using the weapon you selected, your threat range is doubled. |
| Improved Initiative | You get a +4 bonus on initiative checks. |
| Improved Natural Armor | creature's natural armor bonus increases by 1. |
| Iron Will | You get a +2 bonus on all Will saving throws. |
| Lightning Reflexes | You get a +2 bonus on all Reflex saving throws. |
| Power Attack | On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus. |
| Rapid Strike | Make extra melee attack once per day per level |
| Resistance to Magic | +1 bonus to saves against magic |
| Speed Burst | Extra move action once per day per two levels |
| Sword Wind | Gain one extra attack at full attack bonus; all attacks are at -3. |
| Weapon Focus (Greataxe) | You gain a +1 bonus on all attack rolls you make using the selected weapon. |
| Weapon Specialization (Greataxe) | You gain a +2 bonus on all damage rolls you make using the selected weapon. |
| Armor Proficiency (Heavy) | When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks. |
| Armor Proficiency (Light) | When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks. |
| Armor Proficiency (Medium) | When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks. |
| Martial Weapon Proficiency | Choose a type of martial weapon. You understand how to use that type of martial weapon in combat. |
| Shield Proficiency | You can use a shield and take only the standard penalties. |
| Simple Weapon Proficiency | You make attack rolls with simple weapons normally. |
| Tower Shield Proficiency | You can use a tower shield and suffer only the standard penalties. |

| PROFICIENCIES |
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| Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer |

| LANGUAGES |
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| Common, Giant |

Notes:

Character Sheet Notes: