

Darius Ironpalm, The Walking Siege Engine

Character Name

Monk 12

CLASS

Player Name

Goliath / Monstrous Humanoid

RACE

Bahamut

Deity

None

Region

Lawful Good

Alignment

0

Male

AGE

GENDER

Medium / 5 ft.

SIZE / FACE

7' 6" / 245 lbs.

HEIGHT / WEIGHT

Darkvision (120 ft.)

VISION

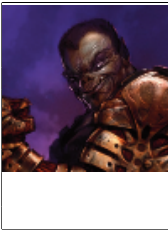
12 (17)

66000 / 78000

EXP/NEXT LEVEL

0

Points



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED			
STR	31	+10	37	+13			192									Walk 95 ft.							
DEX	14	+2	14	+2			AC	26	24	20	10	0	0	2	0	6	0	0	0	0	0	8	
CON	22	+6	22	+6			TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	Morale	Insight	Sacred	Profane	MISC	
INT	10	+0	10	+0			INITIATIVE	+2	+2	+0													
WIS	20	+5	20	+5			TOTAL	DEX MODIFIER	MISC MODIFIER														
CHA	14	+2	14	+2			Encumbrance	Light															
SAVING THROWS		TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP															
FORTITUDE		+11	+8	+6	+0	-3	+0																
REFLEX		+10	+8	+2	+0	+0	+0																
WILL		+10	+8	+5	+0	-3	+0																

Conditional Save Modifiers:

Cold Resistance 10

MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
attack bonus	+21/+16	+9/+4	+13	+0	-1	0	
RANGED	+9/+4	+9/+4	+2	+0	-2	0	
attack bonus							
GRAPPLE	+28/+23	+9/+4	+13	+0	+6	+0	
attack bonus							

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+21/+16	6d8+13	20/x2	10 ft.
Special Properties:				
Flurry of Blows	TOTAL ATTACK BONUS +21/ +21			

*Claws	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary		M	20/x2	10 ft.
TOTAL ATTACK BONUS	DAMAGE				
+21/+21	1d8+13				

*Battlefist (Adamantine)	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	B	M	none/x0	10 ft.
TOTAL ATTACK BONUS	DAMAGE				
+22/+17	6d8+14				

Special Properties: Increase Slam damage (to 1d8 for medium creatures). Monks wearing a battlefist deal unarmed damage as if one size larger, and may add their slam damage to their unarmed damage., Ignore 20 hardness

*Slam	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	B	M	20/x2	10 ft.
TOTAL ATTACK BONUS	DAMAGE				
+21	2d6+13				

\*: 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.

Stunning Fist

Uses per day

You know just where to strike to temporarily stun a foe. 13/day (DC 21)

TOTAL SKILLPOINTS: 60		SKILLS			MAX RANKS: 15/7.5		
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓	Appraise	INT	0	=	0		
✓	Balance	DEX	19	=	2 + 15 + 2		
✓	Bluff	CHA	2	=	2		
✓	Climb	STR	28	=	13 + 15		
✓	Concentration	CON	7	=	6 + 1		
✓	Craft (Untrained)	INT	0	=	0		
✓	Diplomacy	CHA	2	=	2		
✓	Disguise	CHA	2	=	2		
✓	Escape Artist	DEX	2	=	2		
✓	Forgery	INT	0	=	0		
✓	Gather Information	CHA	2	=	2		
✓	Heal	WIS	5	=	5		
✓	Hide	DEX	10	=	2 + 8		
✓	Intimidate	CHA	2	=	2		
✓	Jump	STR	39	=	13 + 26		
	Knowledge (Arcana)	INT	1	=	0 + 1		
	Knowledge (Religion)	INT	1	=	0 + 1		
✓	Knowledge (Untrained)	INT	0	=	0		
✓	Listen	WIS	5	=	5		
✓	Move Silently	DEX	8	=	2 + 6		
✓	Ride	DEX	2	=	2		
✓	Search	INT	0	=	0		
✓	Sense Motive	WIS	5	=	5		
✓	Spot	WIS	5	=	5		
✓	Survival	WIS	5	=	5		
✓	Swim	STR	13	=	13		
	Tumble	DEX	17	=	2 + 15		
✓	Use Rope	DEX	2	=			
					=	+ +	
					=	+ +	
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.							

Flurry of Blows		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B	M	20/x2	10 ft.
TOTAL ATTACK BONUS		DAMAGE				
+21/+21/+21/+16		6d8+13				
Special Properties: Gain this extra attack during a full attack action, with all attacks taking a penalty						
EQUIPMENT						
ITEM		LOCATION	QTY	WT / COST		
Continuous Collar of Umbral Metamorphosis		Equipped	1	1 / 22,000		
Claws		Equipped	1	0 / 0		
Battlefist (Adamantine)		Equipped	1	6 / 5,300		
Increase Slam damage (to 1d8 for medium creatures). Monks wearing a battlefist deal unarmed damage as if one size larger, and may add their slam damage to their unarmed damage., Ignore 20 hardness						
Slam		Equipped	1	0 / 0		
Bracers of the Boxer		Equipped	1	0 / 10,000		
These ornate bracers grant the Superior Unarmed Strike feat.						
Ring of the Behemoth		Equipped	1	0 / 36,005		
+6 Enhancement Bonus to Strength, Enhancement bonus to ability STR +6						
Belt, Monk's		Equipped	1	1 / 13,000		
This simple rope belt, when wrapped around a character's waist, confers great ability in unarmed combat. The wearer's AC and unarmed damage is treated as a monk of five levels higher. If donned by a character with the Stunning Fist feat, the belt lets her make one additional stunning attack per day. If the character is not a monk, she gains the AC and unarmed damage of a 5th-level monk. This AC bonus functions just like the monk's AC bonus. Moderate transmutation; CL 10th						
Mighty Arms		Equipped	1	0 / 1,000		
Can be mounted with Warforged components that attach to the hand, such as a Battlefist						
Flurry of Blows		Carried	1	0 / 0		
Gain this extra attack during a full attack action, with all attacks taking a penalty						
Bag, Coin		Equipped	1	0.2 / 0.1		
for Robe of Useful Items.15.88 lbs., 95 Coin (Copper), 699 Coin (Gold)						
TOTAL WEIGHT CARRIED/VALUE		24.13 lbs.	87,305.1gp			
WEIGHT ALLOWANCE						
Light	1386	Medium	2773	Heavy	4160	
Lift over head	4160	Lift off ground	8320	Push / Drag	20800	
MONEY						
Coin (Gold): 699[Bag, Coin]						
Coin (Copper): 95[Bag, Coin]						
Total= 700 gp						
MAGIC						
Languages						
Col-Kaa, Common						
Other Companions						
Special Abilities						
Lose Spelllike Abilities						
Special Attacks						
Battlefist						[ My ]
Battlefist Monk						[ My ]
Battlefist Powerful Build						[ My ]
Improved Grab (Ex)						[ SS ]
If a feral creature hits an opponent that is at least one size category smaller than itself with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can rake if it has that ability (see below). Alternatively, it has the option to conduct the grapple normally, or simply use its claw to hold the opponent (-20 penalty on grapple check, but the feral creature is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals claw damage. See the Monster Manual for additional rules.						
Mighty Arms Powerful Build						[ My ]
Mighty Arms Slam Attack (Medium)						[ My ]
Pounce (Ex)						[ SS ]
If a feral creature leaps upon a foe during the first round of combat, it can make a full attack even though it has already moved.						
Rake (Ex)						[ SS ]
A feral creature that gets a hold can make two rake attacks at its full melee attack bonus with its hind legs. Each successful attack does normal claw damage for that size of feral creature, plus 1/2 its Strength bonus (rounded down) (+6). If the feral creature pounces on an opponent, it can also rake.						
Rend (Ex)						[ SS ]
A feral creature that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals double the appropriate claw damage for that size feral creature, plus double the Strength modifier.						
Special Qualities						
+2 bonus on Sense Motive checks (Ex)						[ RS ]
Abundant Step (Su)						[ PH ]
At 12th level or higher, a monk can slip magically between spaces, as if using the spell dimension door, once per day. Her caster level for this effect is one-half her monk level (rounded down).						
AC Bonus (Ex)						[ PH ]

A monk is highly trained at dodging blows, and she has a sixth sense that lets her avoid even unanticipated attacks. When unarmored and unencumbered, the monk adds her Wisdom bonus (if any) to her AC. In addition, a monk gains a +1 bonus to AC at 5th level. This bonus increases by 1 for every five monk levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level). These bonuses to AC apply even against touch attacks or when the monk is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.	
Acclimated (Ex)	[ RS ]
Bonus Feat	[ PH ]
A Monk can choose certain bonus combat feats at certain levels, without meeting their pre-requisites	
Darkvision (Ex)	[ PH ]
Range 120 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.	
Diamond Body (Su)	[ PH ]
At 11th level, a monk is in such firm control of her own metabolism that she gains immunity to poisons of all kinds.	
Evasion (Ex)	[ PH ]
A monk of 2nd level or higher can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save (such as a red dragon's fiery breath or a fireball), she instead takes no damage. Evasion can be used only if a monk is wearing light armor or no armor. A helpless monk (such as one who is unconscious or paralysed) does not gain the benefit of evasion.	
Extraplanar Subtype	[ MM ]
A subtype applied to any creature when it is on a plane other than its native plane. A creature that travels the planes can gain or lose this subtype as it goes from plane to plane. Monster entries assume that encounters with creatures take place on the Material Plane, and every creature whose native plane is not the Material Plane has the extraplanar subtype (but would not have when on its home plane). Every extraplanar creature in this book has a home plane mentioned in its description. Creatures not labeled as extraplanar are natives of the Material Plane, and they gain the extraplanar subtype if they leave the Material Plane. No creature has the extraplanar subtype when it is on a transitive plane, such as the Astral Plane, the Ethereal Plane, and the Plane of Shadow.	
Fast Healing 5	[ MM ]
Fast Movement (Ex)	[ PH ]
At 3rd level, a monk gains an enhancement bonus to her speed, as shown on Table 3-10. A monk in armor (even light armor) or carrying a medium or heavy load loses this extra speed.	
Meager Fortitude	[ UA ]
You are sickly and weak of stomach.	
Shaky	[ UA ]
You are relatively poor at ranged combat.	
Weak Will	[ UA ]
You are highly suggestible and easily duped.	
Flexible Limbs	[ Lom ]
+2 Grapple	
Flurry of Blows (Ex)	[ PH ]
When unarmored, as a full attack action using unarmed or special monk weapons, a monk may strike with a flurry of blows at the expense of accuracy. Making two extra attacks at your highest attack bonus, When a monk reaches 11th level, her flurry of blows ability improves. In addition to the standard single extra attack she gets from flurry of blows, she gets a second extra attack at her full base attack bonus.	
Hide in Plain Sight (Ex)	[ MM ]
Use the Hide skill even while being observed (except in natural daylight, the area of a daylight spell, or a similar effect).	
Improved Evasion (Ex)	[ PH ]
At 9th level, a monk's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks such as a dragon's breath weapon or a fireball, but henceforth she takes only half damage on a failed save. A helpless monk (such as one who is unconscious or paralysed) does not gain the benefit of improved evasion.	
Ki Strike (Su)	[ PH ]
At 4th level, a monk's unarmed attacks are empowered with ki. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction (see Damage Reduction, page 291 of the Dungeon Master's Guide). Ki strike improves with the character's monk level. At 10th level, her unarmed attacks are also treated as lawful weapons for the purpose of dealing damage to creatures with damage reduction. At 16th level, her unarmed attacks are treated as adamantine weapons for the purpose of dealing damage to creatures with damage reduction and bypassing hardness (see Smashing an Object, page 165). Magic and Lawful	
Monstrous Humanoid Type	[ MM ]
Monstrous Humanoids eat/sleep/breathe	
Mountain Movement (Ex)	[ My ]
Because goliaths practically live on the ledges and cliffs of the most forbidding mountains, they are particularly adept at negotiating mountain hazards. Goliaths can make standing long jumps and high jumps as if they were running long jumps	

and high Jumps. A goliath can engage in accelerated climbing (climbing half his speed as a move action) without taking the -5 penalty on the Climb check.

**Powerful Build (Ex)** [ My ]  
The physical stature of a goliath let's him function in many ways as if he were one size category larger. Whenever a goliath is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the goliath is treated as one size larger if doing so is advantageous to him. A goliath is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him. A goliath can use weapons designed for a creature one size larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

**Purity of Body (Ex)** [ PH ]  
At 5th level, a monk gains control over her body's immune system. She gains immunity to all diseases except for supernatural and magical diseases (such as mummy rot and lycanthropy).

**Resistance to Cold (Ex)** [ MM ]  
You may ignore 10 points of Cold damage each time you take Cold damage

**Acrobatic Backstab** [ CS ]  
If you succeed on a Tumble check t move tthrough an enemy's space, you can treat that enemy as flat-footed against the next melee attack you make against it on your current turn.

**Back on Your Feet** [ CS ]  
If you fall prone for any reason, you can stand up as an immediate action without provoking attacks of opportunity.

**Corner Perch** [ CS ]  
If you succeed on a Climb check to ascend or descend either a "chimney," where you can brace against opposite walls, or a corner where you can brace against perpendicular walls (PH 69), you can suspend yourself momentarily. Until the end of your next turn, you can use your hands freely for any other purpose (including attacking) without risk of falling. At the end of your next turn, you fall from the wall unless you succeed on a Climb check against the normal DC +5 (made as a move action) or you have succeeded on another Climb check to move up or down the wall as normal.

**Nimble Charge** [ CS ]  
You can run or charge across a diffiuclyt surface without needing to make a Balance check (PH 67).

**Twisted Charge** [ CS ]  
When you charge, you can make one turn up to 90 degrees during your movement. You can't move more than your speed as part of this charge. All other restrictions on charges still apply, and you must have line of sight to the opponent at the start of your turn.

**Walk the Walls** [ CS ]  
You can move up a wall without making a climb check. Each 5 feet of vertical movement coss you 4 squares of movement, and you must begin and end your turn on a horizontal surface.

**Slow Fall (Ex)** [ PH ]  
a monk within arm's reach of a wall can use it to slow her descent. When first using this ability, she takes damage as if the fall were 100 feet shorter than it actually is.

**Still Mind (Ex)** [ PH ]  
A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment, since her meditation and training improve her resistance to mind-affecting attacks.

**Superior Low-Light Vision** [ MM ]  
**Unarmed Strike** [ PH ]

Monks are highly trained in fighting unarmed, giving them considerable advantages when doing so. At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks may be with either fist interchangeably or even from elbows, knees, and feet. This means that a monk may even make unarmed strikes with her hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk may thus apply her full Strength bonus on damage rolls for all her unarmed strikes. Usually a monk's unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage instead with no penalty on her attack roll. She has the same choice to deal lethal or nonlethal damage while grappling. A monk's unarmed strike is treated both as a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons (such as the magic fang and magic weapon spells). A monk also deals more damage with her unarmed strikes than a normal person would, as shown on Table 3-10: The Monk. The unarmed damage on Table 3-10 is for Medium monks. A Small monk deals less damage than the amount given there with her unarmed attacks, while a Large monk deals more damage; see Table: Small or Large Monk Unarmed Damage.

**Weapon and Armor Proficiency** [ PH ]  
Monks are proficient with certain basic peasant weapons and some special weapons that are part of monk training. Monks are not proficient with any armor or shields-in fact, many of the monk's special powers require unfettered movement. When wearing armor, using a shield, or carrying a medium or heavy load, a monk loses her AC bonus, as well as her fast movement and flurry of blows abilities.

**Wholeness of Body (Su)** [ PH ]

At 7th level or higher, a monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level each day, and she can spread this healing out among several uses.

Feats	
<b>Aberration Blood</b>	[Lom]
You gain a physical feature that grants you a racial bonus on one type of check; once you select the check to which this bonus applies (as well as the corresponding feature) you cannot change it later.	
<b>Curling Wave Strike</b>	[STO]
Mimicking the forceful power of the wave, you can trip multiple foes as part of the same strike.	
If you trip an opponent in melee combat, you can immediately make another trip attempt against another foe within reach at the same total attack bonus as the first trip attack. This replaces the free attack you would normally get against the tripped opponent (from the Improved Trip feat). If you successfully trip a second opponent, you do not get a free attack against that opponent. You can use this feat only once per round. Normal: A character with Improved Trip who trips an opponent in melee gets a free attack against that opponent.	
<b>Improved Bull Rush</b>	[PH]
You know how to push opponents back.	
When you perform a bull rush you do not provoke an attack of opportunity from the defender. You also gain a +4 bonus on the opposed Strength check you make to push back the defender.	
<b>Inhuman Reach</b>	[Lom]
Increased reach, penalty to melee	
<b>Knockback</b>	[RS]
By putting your bulk behind a blow, you can push your enemy backward.	
If you score a hit while you are using the Power Attack feat, you can make a free bull rush attempt against the foe you hit, applying the number by which you reduced your attack roll as a bonus on the opposed Strength check (as well as on the damage you deal). If you hit with a twohanded weapon, you can apply double that number on the opposed Strength check. Unlike standard bull rush attempts, knockback attempts don't provoke attacks of opportunity, and you don't move with the enemy you knock backward. Bull rush rules can be found on page 154 of the Player's Handbook. Special: A fighter may select Knockback as one of his fighter bonus feats (see page 38 of the Player's Handbook).	
<b>Knock-Down</b>	[My]
Whenever you deal 10 or more points of damage to your opponent in melee, you make a trip attack as a free action against the same target.	
Whenever you deal 10 or more points of damage to your opponent in melee, you make a trip attack as a free action against the same target.	
<b>Large and in Charge</b>	[Dr]
Push back foe attempting to close	
<b>Power Attack</b>	[PH]
You can make exceptionally powerful melee attacks.	
On your action, before making attack rolls for a round, you may choose to subtract up to 9 from all melee attack rolls and add the same number to all melee damage rolls.	
<b>Improved Unarmed Strike</b>	[Book of Vile Darkness, p.96]
You are skilled at fighting while unarmed.	
You are considered to be armed even when unarmed. However, you still get an attack of opportunity against any opponent who makes an unarmed attack on you. In addition, your unarmed strikes can deal lethal or nonlethal damage, at your option.	
<b>Combat Reflexes (Granted)</b>	[PH]
You can respond quickly and repeatedly to opponents who let their defenses down.	
When foes leave themselves open, you may make a number of additional attacks of opportunity equal to your Dexterity bonus. You can still make only one attack of opportunity per opportunity. With this feat, you may also make attacks of opportunity while flat-footed.	
<b>Improved Trip (Granted)</b>	[PH]
You are trained not only in tripping opponents safely but also in following through with an attack.	
You do not provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed and gain a +4 bonus on your Strength check to trip your opponent. If you trip an opponent in melee combat, you immediately get a melee attack against that opponent.	
<b>Stunning Fist (Granted)</b>	[PH]
You know how to strike opponents in vulnerable areas.	
13/day you may stun an opponent with a carefully placed unarmed attack (DC 21) in addition to doing normal damage. A stunned opponent can't act and loses any dex mod to AC as well a -2 penalty to AC for one round. Creatures immune to critical hits cannot be stunned	
<b>Superior Unarmed Strike (Granted)</b>	[My]
Your unarmed strikes have become increasingly deadly, enabling you to strike your foes in their most vulnerable areas.	
You deal more damage with your unarmed strikes, as shown on the table below.	
Character Level Unarmed Damage 3rd 1d4 4th-7th 1d6 8th-11th 1d8 12th-15th	

**1d10 16th-20th 2d6 Special:** If you are a monk, you instead deal unarmed damage as a monk four levels higher.

## Proficiencies

Aspergillum (Heavy), Battle Gauntlet, Blowgun, Boulder, Claws, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Darts (Barbed), Gauntlet, Gauntlet (Spiked), Grapple, Halfspear, Handaxe, Javelin, Kama, Longspear, Mace (Heavy), Mace (Light), Morningstar, Nekode, Nunchaku, Quarterstaff, Ranged Spell, Sai, Sai ~ Arms and Equipment, Shortspear, Shuriken, Siangham, Sickle, Slam, Sling, Spear, Spells (Ray), Spells (Touch), Steel Fins, Strike (Unarmed), Sword (Butterfly), Three-Section Staff, Tiger Claws, Tonfa, Unarmed Strike, War Fan

## Templates

Dark Creature

Feral Creature

Wild (Wilderness Dweller)

# Darius Ironpalm, The Walking Siege Engine

Goliath
RACE
0
AGE
Male
GENDER
Darkvision (120 ft.)
VISION
Lawful Good
ALIGNMENT
Right
DOMINANT HAND
7' 6"
HEIGHT
245 lbs.
WEIGHT
Brown
EYE COLOUR
Dark
SKIN COLOUR
Black, Short
HAIR / HAIR STYLE
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION
Bahamut
DEITY
Monstrous Humanoid
Race Type



Race Sub Type

## Description: Biography:

Charge in(You can tumble for this - you're still moving at a rate of almost 50 even at half speed) [Take a -1 Penalty for +1 damage via Power Attack] -- triggers a free bull-rush attempt via Knockback  
Deal more than 10 Damage [Practically guaranteed] -- triggers a free trip Attempt via Knockdown.  
You are likely to win most of the Opposed checks for Trip and Bull rush, due to your massive Size and Strength bonuses.  
You succeed in the trip. This gets you a free attack. If the first bull rush failed, use Power Attack on this attack too, to trigger ANOTHER bull rush.  
You succeed on either of the bull rush attempts - the target is leaving a threatened square, that provokes an attack of opportunity.

Your Unarmed Strikes do 6d8+2d6+13 damage, or an average of 47 damage per hit. The average 12th level fighter with CON 18 has 114 HP. Succeeding in all three hits would leave one dead.

Your Adamantine Battlefist ignores the hardness of objects, so feel free to just punch through stone walls and such.