

Gigante Colline

NAME

Gia12 Ftr5

CLASS

17/21

Character Level/ECL

210000

EXPERIENCE

231000

PLAYERNAME

Hill Giant

RACE

0

AGE

Large

SIZE

Maschio

GENDER

0' 0"

HEIGHT

0 lbs.

WEIGHT

Chaotic Evil

ALIGNMENT

Low-light

VISION

0

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

26

+8

26

+8

26

+8

DEX

8

-1

8

-1

8

-1

CON

19

+4

19

+4

19

+4

INT

6

-2

6

-2

6

-2

WIS

10

+0

10

+0

10

+0

CHA

7

-2

7

-2

7

-2

HP

161

hit points

AC

29

armor class

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

TOTAL

29

FLAT

10

TOUCH

10

BASE

5

ARMOR BONUS

0

SHIELD BONUS

-1

SIZE

-1

NATURAL

14

MISC

2

MISS CHANCE

ARCANE SPELL FAILURE

20

ARMOR CHECK PENALTY

-2

SPELL RESIST

0

INITIATIVE

+3

=

-1

+

+4

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

+14/+9/+4

bonus

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

20/10

MISC MODIFIER

✓

Climb

STR

12

=

8

+

6.0

+

-2

✓

Jump

STR

11

=

8

+

5.0

+

-2

✓

Listen

WIS

3

=

0

+

3.0

+

✓

Spot

WIS

6

=

0

+

6.0

+

=

+

+

=

+

+

✓: can be used untrained. X: exclusive skills

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

+16

=

+12

+

+4

+

+0

+

+0

+

+0

+

REFLEX

+4

=

+5

+

-1

+

+0

+

+0

+

+0

+

WILL

+5

=

+5

+

+0

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

+21/+16/+11

=

+14/+9/+4

+

+8

+

-1

+

+0

+

+0

+

RANGED

+12/+7/+2

=

+14/+9/+4

+

-1

+

-1

+

+0

+

+0

+

GRAPPLE

+26/+21/+16

=

+14/+9/+4

+

+8

+

+4

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+21/+16/+11

1d4+8

20/x2

10 ft.

*Greatclub +2 (Large)

HAND

TYPE

SIZE

CRITICAL

REACH

Both

B

L

19-20/x2

10 ft.

To Hit

Dam

To Hit

Dam

2H

+24/+19/+14

2d8+14

2W-OH

N/A

N/A

Special Properties

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ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

*Hide +2 (Large)

Medium

+5

+4

-2

20

*Ring of Protection +2

+2

+0

0

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Greatclub +2 (Large)	Equipped	1	16.0	8310.0	
Hide +2 (Large)	Equipped	1	50.0	4180.0	
Potion of Barkskin +5	Equipped	1	0.0	1200.0	
<input type="checkbox"/>					
Ring of Protection +2	Equipped	1	0.0	8000.0	
TOTAL WEIGHT CARRIED/VALUE			66 lbs.	21690.0 gp	

WEIGHT ALLOWANCE					
Light	613	Medium	1226	Heavy	1840
Lift over head	1840	Lift off ground	3680	Push / Drag	9200

SPECIAL ABILITIES	
Giant Traits	
Rock Catching (Ex)	
Rock Throwing (Ex)	

FEATS	
Cleave	If you deal a creature enough damage to make it drop, you get an immediate, extra melee attack against another creature within reach. You can use this ability once per round.
Great Cleave	This feat works like Cleave, except that there is no limit to the number of times you can use it per round.
Improved Bull Rush	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.
Improved Critical (Greatclub)	When using the weapon you selected, your threat range is doubled.
Improved Initiative	You get a +4 bonus on initiative checks.
Improved Overrun	When you attempt to overrun an opponent, the target may not choose to avoid you. You also gain a +4 bonus on your Strength check to knock down your opponent.
Improved Sunder	When you strike at an object held or carried by an opponent (such as a weapon or shield), you do not provoke an attack of opportunity. You also gain a +4 bonus on any attack roll made to attack an object held or carried by another character.
Power Attack	On your action, before making attack rolls for a round, you may choose to subtract up to 14 from all melee attack rolls and add the same number to all melee damage rolls.
Weapon Focus (Greatclub)	You gain a +1 bonus on all attack 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
Axe (Throwing), Battleaxe, Blowgun, 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), Maul, Morningstar, Pick (Dire), 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, Warmace

LANGUAGES
Giant

Notes:

Character Sheet Notes: