

Gigante del fuoco

NAME

Gia15 Rgr5

276000

EXPERIENCE

20/24

300000

Character Level/ECL

NEXT LEVEL

PLAYERNAME

Fire Giant

Large

SIZE

0

Maschio

AGE

GENDER

DEITY

0' 0"

0 lbs.

WEIGHT

EYES

HAIR

Lawful Evil

ALIGNMENT

Low-light

VISION

-1

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	33	+11	33	+11	33	+11	196				Walk 40 ft.										
DEX	8	-1	8	-1	8	-1	AC	27	27	9	10	5	0	-1	-1	13	1		15	+0	0
CON	21	+5	21	+5	21	+5		TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST
INT	10	+0	10	+0	10	+0	INITIATIVE	-1	-1	+0											
WIS	14	+2	14	+2	14	+2	BASE ATTACK	+16/+11/+6/+1													
CHA	11	+0	11	+0	11	+0															

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	23/11.5	MISC MODIFIER
✓ Climb	STR	31	= 11	+ 20.0	+	
✓ Craft (Blacksmithing)	INT	6	= 0	+ 6.0	+	
✓ Intimidate	CHA	12	= 0	+ 12.0	+	
✓ Jump	STR	31	= 11	+ 16.0	+	4
✓ Spot	WIS	14	= 2	+ 12.0	+	
			=	+	+	
			=	+	+	

✓: can be used untrained. X: exclusive skills

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE	+18	= +13	+5	+0	+0	+0		
REFLEX	+8	= +9	-1	+0	+0	+0		
WILL	+10	= +6	+2	+0	+2	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE	+26/+21/+16/+11	= +16/+11/+6/+1	+11	-1	+0	+0	
RANGED	+14/+9/+4/-1	= +16/+11/+6/+1	-1	-1	+0	+0	
GRAPPLE	+31/+26/+21/+16	= +16/+11/+6/+1	+11	+4	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+26/+21/+16/+11	1d4+11	20/x2	10 ft.

*Longsword +2 (Large)	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	S	L	19-20/x2	10 ft.
To Hit	Dam	To Hit	Dam		
1H-P	+29/+24/+19/+14	2d6+13	2W-P-(OH)	+25/+20/+15/+10	2d6+13
1H-O	+29/+24/+19/+14	2d6+7	2W-P-(OL)	+27/+22/+17/+12	2d6+13
2H	+29/+24/+19/+14	2d6+18	2W-OH	+25	2d6+7

*Slam	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	B	L	20/x2	10 ft.
TOTAL ATTACK BONUS	DAMAGE				
+26/+26	1d4+11				

Special Properties

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.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Studded Leather +2 (Large)	Light	+5	+5	+0	15
*Ring of Protection +1		+1		+0	0

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Longsword +2 (Large)	Equipped	1	8.0	8330.0
Longsword +2 (Large)	Equipped	1	8.0	8330.0
Potion of Barkskin +5	Carried	1	0.0	1200.0
<input type="checkbox"/>				
Ring of Protection +1	Equipped	1	0.0	2000.0
Slam	Equipped	1	0.0	0.0
Studded Leather +2 (Large)	Equipped	1	40.0	4200.0
TOTAL WEIGHT CARRIED/VALUE			56 lbs.	24060.0 gp

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

SPECIAL ABILITIES	
Animal Companion (Ex)	
Favored Enemy (Humanoid (Elf)) +2	
Favored Enemy (Humanoid (Human)) +4	
Giant Traits	
Immunity to Fire (Ex)	
Rock Catching (Ex)	
Rock Throwing (Ex)	
Two Weapon Fighting Combat Style	
Vulnerability to Cold (Ex)	
Wild Empathy (Ex) +5 (+1 on Magical Beasts)	

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 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.
Iron Will	You get a +2 bonus on all Will saving throws.
Power Attack	On your action, before making attack rolls for a round, you may choose to subtract up to 16 from all melee attack rolls and add the same number to all melee damage rolls.
Weapon Focus (Longsword)	You gain a +1 bonus on all attack rolls you make using the selected weapon.
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.
Endurance	You gain a +4 bonus on checks relating to stamina or extended physical activity. Also, you may sleep in light or medium armor without becoming fatigued.
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.
Track	To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.
Two-Weapon Fighting	You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.

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, Slam, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer, Warmace

LANGUAGES
Giant

Ranger Spells

LEVEL	0	1	2	3	4
KNOWN	0	0	0	0	0
PER DAY	0	1	0	0	0

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Alarm	13	None	1 standard action	4 hours [D]	Close (30 ft.)	V, S, F/DF	No	Abjuration	RSRD: SpellsA-B.rtf
<i>Effect:</i> Wards an area for 4 hours.					<i>Target:</i> 20-ft.-radius emanation centered on a point in space			<i>Caster Level:</i> 2	
Animal Messenger	13	None; see text	1 standard action	2 days	Close (30 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Sends a Tiny animal to a specific place.					<i>Target:</i> One Tiny animal			<i>Caster Level:</i> 2	
Calm Animals	13	Will negates; see text	1 standard action	2 minutes	Close (30 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> Calms 2d4 + 2 HD of animals.					<i>Target:</i> Animals within 30 ft. of each other			<i>Caster Level:</i> 2	
Charm Animal	13	Will negates	1 standard action	2 hours	Close (30 ft.)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> Makes one animal your friend.					<i>Target:</i> One animal			<i>Caster Level:</i> 2	
Delay Poison	13	Fortitude negates (harmless)	1 standard action	2 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsD-E.rtf
<i>Effect:</i> Stops poison from harming subject for 2 hours.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 2	
Detect Animals or Plants	13	None	1 standard action	Concentration, up to 20 minutes [D]	Long (480 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects kinds of animals or plants.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 2	
Detect Poison	13	None	1 standard action	Instantaneous	Close (30 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube			<i>Caster Level:</i> 2	
Detect Snares and Pits	13	None	1 standard action	Concentration, up to 20 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals natural or primitive traps.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 2	
Endure Elements	13	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Exist comfortably in hot or cold environments.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 2	
Entangle	13	Reflex partial; see text	1 standard action	2 minutes [D]	Long (480 ft.)	V, S, DF	No	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.					<i>Target:</i> Plants in a 40-ft.-radius spread			<i>Caster Level:</i> 2	
Hide from Animals	13	Will negates (harmless)	1 standard action	20 minutes [D]	Touch	S, DF	Yes	Abjuration	RSRD: SpellsH-L.rtf
<i>Effect:</i> Animals can't perceive 2 subjects.					<i>Target:</i> 2 creatures touched			<i>Caster Level:</i> 2	
Jump	13	Will negates (harmless)	1 standard action	2 minutes [D]	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsH-L.rtf
<i>Effect:</i> Subject gets +10 enhancement bonus on Jump checks.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 2	
Longstrider	13	None	1 standard action	2 hours [D]	Personal	V, S, M	No	Transmutation	RSRD: SpellsH-L.rtf
<i>Effect:</i> Increases your speed.					<i>Target:</i> You			<i>Caster Level:</i> 2	
Magic Fang	13	Will negates (harmless)	1 standard action	2 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 2	
Pass without Trace	13	Will negates (harmless)	1 standard action	2 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> 2 subjects leaves no tracks.					<i>Target:</i> 2 creatures touched			<i>Caster Level:</i> 2	
Read Magic	13	None	1 standard action	20 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You			<i>Caster Level:</i> 2	
Resist Energy	13	Fortitude negates (harmless)	1 standard action	20 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Ignores first 0 points of damage/attack from specified energy type.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 2	
Speak with Animals	13	None	1 standard action	2 minutes	Personal	V, S	No	Divination	RSRD: SpellsS.rtf
<i>Effect:</i> You can communicate with animals.					<i>Target:</i> You			<i>Caster Level:</i> 2	
Summon Nature's Ally I	13	None	1 round	2 rounds [D]	Close (30 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls creature to fight.					<i>Target:</i> One summoned creature			<i>Caster Level:</i> 2	

* =Domain/Specialty Spell

Notes:

Character Sheet Notes: