

Ettin

NAME

Gia10 Brb6

210000

EXPERIENCE

CLASS

16/21

231000

NEXT LEVEL

Character Level/ECL

0

AGE

0

PLAYERNAME

Ettin

RACE

Large

SIZE

0

DEITY

0

HEIGHT

0

WEIGHT

0

ALIGNMENT

Low-light

VISION

63

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED																
STR Strength	25	+7	25	+7	25	+7	HP hit points	120									Walk 10,5 m																		
DEX Dexterity	8	-1	8	-1	8	-1	AC armor class	18	18	:	8	:	10	:	3	:	0	:	-1	:	-1	:	7	:	0	:		20	-2	0					
								TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL		MISC		MISS CHANCE		ARCANE SPELL FAILURE		ARMOR CHECK PENALTY		SPELL RESIST	

INITIATIVE

modifier

+3

=

-1

+

+4

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+13/+8/+3

SKILLS

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

19/9.5

MISC MODIFIER

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	19/9.5	MISC MODIFIER
✓ Appraise	INT	-2	= -2	+	+	
✓ Balance	DEX	-3	= -1	+	+	-2
✓ Bluff	CHA	0	= 0	+	+	
✓ Climb	STR	5	= 7	+	+	-2
✓ Concentration	CON	2	= 2	+	+	
✓ Craft (Untrained)	INT	-2	= -2	+	+	
✓ Diplomacy	CHA	0	= 0	+	+	
✓ Disguise	CHA	0	= 0	+	+	
✓ Escape Artist	DEX	-3	= -1	+	+	-2
✓ Forgery	INT	-2	= -2	+	+	
✓ Gather Information	CHA	0	= 0	+	+	
✓ Heal	WIS	0	= 0	+	+	
✓ Hide	DEX	-7	= -1	+	+	-6
✓ Intimidate	CHA	0	= 0	+	+	
✓ Jump	STR	5	= 7	+	+	-2
✓ Knowledge (Nature)	INT	1	= -2	+	1.0	2
✓ Listen	WIS	10	= 0	+	6.0	4
✓ Move Silently	DEX	-3	= -1	+	+	-2
✓ Ride	DEX	-1	= -1	+	+	
✓ Search	INT	1	= -2	+	1.0	2
✓ Sense Motive	WIS	0	= 0	+	+	
✓ Spot	WIS	10	= 0	+	6.0	4
✓ Survival	WIS	10	= 0	+	10.0	+
✓ Swim	STR	3	= 7	+	+	-4
✓ Use Rope	DEX	-1	= -1	+	+	
			=	+	+	
			=	+	+	

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+14

=

+12

+

+2

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+4

=

+5

+

-1

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+7

=

+5

+

+0

+

+0

+

+2

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

+19/+14/+9

=

+13/+8/+3

+

+7

+

-1

+

+0

+

+0

+

RANGED

attack bonus

+11/+6/+1

=

+13/+8/+3

+

-1

+

-1

+

+0

+

+0

+

GRAPPLE

attack bonus

+24/+19/+14

=

+13/+8/+3

+

+7

+

+4

+

+0

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+19/+14/+9	1d4+7	20/x2	3 m

*Morningstar +1 (Large/Shock)		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	BP	L	19-20/x2	3 ft.
To Hit		Dam		To Hit		Dam
1H-P	+21/+16/+11	2d6+8	2W-P-(OH)	+21/+16/+11		2d6+8
1H-O	+21/+16/+11	2d6+4	2W-P-(OL)	+23/+18/+13		2d6+8
2H	+21/+16/+11	2d6+11	2W-OH	+21		2d6+4
Special Properties		+1d6 electricity damage				

*Morningstar +1 (Large/Thundering)		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand	BP	L	19-20/x2	3 ft.
To Hit		Dam		To Hit		Dam
1H-P	+21	2d6+8	2W-P-(OH)	+21		2d6+8
1H-O	+21	2d6+4	2W-P-(OL)	+23		2d6+8
2H	+21	2d6+11	2W-OH	+21		2d6+4
Special Properties		+1d8 sonic damage on critical and permanently deafened unless save vs Fort (DC 14)				

\*: 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.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Masterwork Hide (Large)	Medium	+3	+4	-2	20

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	19/9.5	MISC MODIFIER
✓ Appraise	INT	-2	= -2	+	+	
✓ Balance	DEX	-3	= -1	+	+	-2
✓ Bluff	CHA	0	= 0	+	+	
✓ Climb	STR	5	= 7	+	+	-2
✓ Concentration	CON	2	= 2	+	+	
✓ Craft (Untrained)	INT	-2	= -2	+	+	
✓ Diplomacy	CHA	0	= 0	+	+	
✓ Disguise	CHA	0	= 0	+	+	
✓ Escape Artist	DEX	-3	= -1	+	+	-2
✓ Forgery	INT	-2	= -2	+	+	
✓ Gather Information	CHA	0	= 0	+	+	
✓ Heal	WIS	0	= 0	+	+	
✓ Hide	DEX	-7	= -1	+	+	-6
✓ Intimidate	CHA	0	= 0	+	+	
✓ Jump	STR	5	= 7	+	+	-2
✓ Knowledge (Nature)	INT	1	= -2	+	1.0	2
✓ Listen	WIS	10	= 0	+	6.0	4
✓ Move Silently	DEX	-3	= -1	+	+	-2
✓ Ride	DEX	-1	= -1	+	+	
✓ Search	INT	1	= -2	+	1.0	2
✓ Sense Motive	WIS	0	= 0	+	+	
✓ Spot	WIS	10	= 0	+	6.0	4
✓ Survival	WIS	10	= 0	+	10.0	+
✓ Swim	STR	3	= 7	+	+	-4
✓ Use Rope	DEX	-1	= -1	+	+	
			=	+	+	
			=	+	+	

✓: can be used untrained. ✗: exclusive skills. \*: Skill Mastery.

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack (Large) 0 kg, 3 Potion of Bear's Endurance, 2 Potion of Mage Armor	Equipped	1	1.0	2.0	
<b>Boots of the Winterlands</b>	Equipped	1	NaN	2500.0	
Masterwork Hide (Large)	Equipped	1	25.0	180.0	
<b>Morningstar +1 (Large/Shock)</b> +1d6 electricity damage	Equipped	1	6.0	8316.0	
<b>Morningstar +1 (Large/Thundering)</b> +1d8 sonic damage on critical and permanently deafened unless save vs Fort (DC 14)	Equipped	1	6.0	8316.0	
Outfit (Explorer's/Large)	Equipped	1	4.0	0.0	
<b>Potion of Bear's Endurance</b> ☐☐☐	Backpack (Large)	3	0.0 (0.0)	300.0 (900.0)	
<b>Potion of Mage Armor</b> ☐☐	Backpack (Large)	2	0.0 (0.0)	50.0 (100.0)	
TOTAL WEIGHT CARRIED/VALUE			38,5 kg	20314.0 gp	

WEIGHT ALLOWANCE					
Light	266,5	Medium	533	Heavy	800
Lift over head	800	Lift off ground	1600	Push / Drag	4000

SPECIAL ATTACKS	
<b>Berserker Strength (Ex)</b> Bonuses when berserk (STR +4, CON +4, Will +2, AC -2, HP 32), Berserker Strength activate at 30 HP	
<b>Superior Two-Weapon Fighting (Ex)</b>	

SPECIAL QUALITIES	
<b>Fast Movement (Ex)</b>	
<b>Giant Traits</b> Giants eat/sleep/breathe	
<b>Improved Uncanny Dodge (Ex)</b> Can't be flanked except by a level 10 rogue	
<b>Trap Sense Ability (Ex)</b> +2	

FEATS	
<b>Alertness</b> You get a +2 bonus on all Listen checks and Spot checks.	
<b>Improved Critical (Morningstar)</b> When using the weapon you selected, your threat range is doubled.	
<b>Improved Initiative</b> You get a +4 bonus on initiative checks.	
<b>Iron Will</b> You get a +2 bonus on all Will saving throws.	
<b>Power Attack</b> On your action, before making attack rolls for a round, you may choose to subtract up to 13 from all melee attack rolls and add the same number to all melee damage rolls.	
<b>Weapon Focus (Morningstar)</b> You gain a +1 bonus on all attack rolls you make using the selected weapon.	
<b>Armor Proficiency (Light)</b> 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.	
<b>Armor Proficiency (Medium)</b> 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.	
<b>Martial Weapon Proficiency</b> Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.	
<b>Shield Proficiency</b> You can use a shield and take only the standard penalties.	
<b>Simple Weapon Proficiency</b> You make attack rolls with simple weapons normally.	
<b>Simple Weapon Proficiency</b> You make attack rolls with simple weapons normally.	

PROFICIENCIES
Axe (Throwing), Battleaxe, Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, 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 (Katana), Sword (Short), Sword (Wakizashi), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES
Etin Pidgin