

Flogging

NAME
Gia12 Rog5

CLASS
17/21

Character Level/ECL
NEXT LEVEL

210000

EXPERIENCE
231000

PLAYERNAME
Hill Giant

RACE
0

AGE

Large

SIZE
Femminile

GENDER

DEITY
0' 0"

HEIGHT
0 lbs.

WEIGHT

0

HAIR

EYES

Chaotic Evil

ALIGNMENT
Low-light

VISION
0

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

28

+9

28

+9

28

+9

DEX

Dexterity

17

+3

21

+5

21

+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

4

-3

4

-3

4

-3

HP

hit points

168

AC

armor class

29

:

29

:

16

:

10

+

4

+

0

+

5

+

-1

+

9

+

2

MISS CHANCE

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED
Walk 40 ft.

INITIATIVE

modifier

+5

=

+5

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+12/+7/+2

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+14

=

+9

+

+5

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+13

=

+8

+

+5

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+6

=

+5

+

+1

+

+0

+

+0

+

+0

+

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

20/10

MISC MODIFIER

✓ Balance

DEX

9

=

5

+

4.0

+

✓ Climb

STR

14

=

9

+

5.0

+

✓ Hide

DEX

20

=

5

+

17.0

+

-2

✓ Jump

STR

17

=

9

+

4.0

+

4

✓ Listen

WIS

4

=

1

+

3.0

+

✓ Move Silently

DEX

15

=

5

+

8.0

+

2

✓ Spot

WIS

5

=

1

+

4.0

+

✓: can be used untrained. X: exclusive skills

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

+20/+15/+10

=

+12/+7/+2

+

+9

+

-1

+

+0

+

+0

+

RANGED

attack bonus

+16/+11/+6

=

+12/+7/+2

+

+5

+

-1

+

+0

+

+0

+

GRAPPLE

attack bonus

+25/+20/+15

=

+12/+7/+2

+

+9

+

+4

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+20/+15/+10

1d4+9

20/x2

10 ft.

*Shortbow (Composite/Large/+5/Ironwood (+1))

HAND

TYPE

SIZE

CRITICAL

REACH

Both

P

L

20/x3

10 ft.

Ammunition: Arrow +2 (10)

30 ft.

105 ft.

210 ft.

315 ft.

420 ft.

TH

+19/+14/+9

+18/+13/+8

+16/+11/+6

+14/+9/+4

+12/+7/+2

Dam

1d8+7

1d8+6

1d8+6

1d8+6

1d8+6

Special Properties

STR bonus to damage, Wooden but functions as steel, does not burn

*Slam

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

B

L

20/x2

10 ft.

TOTAL ATTACK BONUS

DAMAGE

+20/+20

1d4+9

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.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Leather +2 (Large)	Light	+4	+6	+0	10
*Ring of Protection +2		+2		+0	0

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Arrow +2 (10)	Shortbow	1	1.0	1660.5
<input type="checkbox"/>	(Composite/Large/+5/Ironwood (+1))			
Gloves of Dexterity +4	Equipped	1	0.0	16000.0
Leather +2 (Large)	Equipped	1	30.0	4170.0
Potion of Cure Serious Wounds	Equipped	2	0.0 (0.0)	750.0 (1500.0)
<input type="checkbox"/> <input type="checkbox"/>				
Ring of Protection +2	Equipped	1	0.0	8000.0
Ring of Counterspells	Equipped	1	0.0	4000.0
Shortbow (Composite/Large/+5/Ironwood (+1))	Equipped	1	4.0	525.0
1 lbs., 1 Arrow +2 (10) STR bonus to damage, Wooden but functions as steel, does not burn				
Slam	Equipped	1	0.0	0.0
TOTAL WEIGHT CARRIED/VALUE			35 lbs.	35855.5 gp

WEIGHT ALLOWANCE					
Light	800	Medium	1600	Heavy	2400
Lift over head	2400	Lift off ground	4800	Push / Drag	12000

SPECIAL ABILITIES
Evasion (Ex)
Giant Traits
Rock Catching (Ex)
Rock Throwing (Ex)
Sneak Attack +3d6
Trap Sense (Ex) +1
Trapfinding
Uncanny Dodge (Dex bonus to AC)

FEATS	
Far Shot	When you use a projectile weapon, such as a bow, its range increment increases by one-half (multiply by 1-1/2). When you use a thrown weapon, its range increment is doubled.
Point Blank Shot	You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.
Power Attack	On your action, before making attack rolls for a round, you may choose to subtract up to 12 from all melee attack rolls and add the same number to all melee damage rolls.
Precise Shot	You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.
Stealthy	You get a +2 bonus on all Hide checks and Move Silently checks.
Weapon Focus (Shortbow)	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.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.

PROFICIENCIES
Axe (Throwing), Battleaxe, Blowgun, Club, Crossbow (Hand), 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

Notes:

Character Sheet Notes: