

Frost Giant

NAME

Gia14 Brb1

CLASS

15/19

Character Level/ECL

190000

EXPERIENCE

171000

NEXT LEVEL

PLAYERNAME

Frost Giant

RACE

Large

AGE

0

GENDER

Maschio

DEITY

HEIGHT

0 cm

WEIGHT

0 kg

EYES

HAIR

ALIGNMENT

Chaotic Evil

VISION

Low-light

POINTS

0

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP hit points		WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED			
STR Strength	29	+9	29	+9	33	+11	177							Walk 15 m				
DEX Dexterity	9	-1	9	-1	9	-1	AC armor class	19	19	6	10	4	0	-1	-1	9	-2	
CON Constitution	21	+5	21	+5	25	+7	TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	
INT Intelligence	10	+0	10	+0	10	+0	INITIATIVE		+3	-1	+4	TOTAL		DEX MODIFIER	MISC MODIFIER	MISS CHANCE		
WIS Wisdom	14	+2	14	+2	14	+2	BASE ATTACK		+11/+6/+1								ARCANE SPELL FAILURE	
CHA Charisma	11	+0	11	+0	11	+0											ARMOR CHECK PENALTY	
																		SPELL RESIST

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+18	+11	+7	+0	+0	+0		
REFLEX (dexterity)	+3	+4	-1	+0	+0	+0		
WILL (wisdom)	+8	+4	+2	+0	+2	+0		

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

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+21/+16/+11	1d4+11	20/x2	3 m

*Greataxe (Large)		HAND	TYPE	SIZE	CRITICAL	REACH
		Both	S	L	20/x3	10 ft.
To Hit	Dam	To Hit		Dam		
2H	+21/+16/+11	3d6+16	2W-OH	N/A	N/A	
Special Properties						

*Slam		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	B	L	20/x2	10 ft.
TOTAL ATTACK BONUS		DAMAGE				
+21/+21		1d4+11				
Special Properties						

Thrown Rock		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B	L	20/x2	10 ft.
TH	3 m	6 m	9 m	12 m	15 m	
	+10	+8	+6	+4	+2	
Dam	2d6+11	2d6+11	2d6+11	2d6+11	2d6+11	
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
*Chain Shirt (Large)	Light	+4	+4	-2	20

BARBARIAN RAGE

Uses per day ☐

The Barbarian temporarily gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves, but suffers a -2 penalty to AC. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. At the end of the rage, the barbarian is fatigued (-2 to Strength, -2 to Dexterity, can't charge or run) for the duration of that encounter (unless the barbarian is 20th level, when this limitation no longer applies). The barbarian can only fly into a rage once per encounter, and only a certain number of times per day (determined by level). Entering a rage takes no time itself, but the barbarian can only do it during his action.

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	18/9
					RANKS	MISC MODIFIER
✓ Appraise		INT	0	= 0	+	+
✓ Balance		DEX	-3	= -1	+	-2
✓ Bluff		CHA	0	= 0	+	+
✓ Climb		STR	15	= 11	+ 6.0	-2
✓ Concentration		CON	7	= 7	+	+
✓ Craft (Untrained)		INT	0	= 0	+	+
✓ Craft (Weaponsmithing)		INT	6	= 0	+ 6.0	+
✓ Diplomacy		CHA	0	= 0	+	+
✓ Disguise		CHA	0	= 0	+	+
✓ Escape Artist		DEX	-3	= -1	+	-2
✓ Forgery		INT	0	= 0	+	+
✓ Gather Information		CHA	0	= 0	+	+
✓ Heal		WIS	2	= 2	+	+
✓ Hide		DEX	-7	= -1	+	-6
✓ Intimidate		CHA	6	= 0	+ 6.0	+
✓ Jump		STR	23	= 11	+ 6.0	6
✓ Listen		WIS	2	= 2	+	+
✓ Move Silently		DEX	-3	= -1	+	-2
✓ Ride		DEX	-1	= -1	+	+
✓ Search		INT	0	= 0	+	+
✓ Sense Motive		WIS	2	= 2	+	+
✓ Spot		WIS	12	= 2	+ 10.0	+
✓ Survival		WIS	6	= 2	+ 4.0	+
✓ Swim		STR	7	= 11	+	-4
✓ Use Rope		DEX	-1	= -1	+	+
				=	+	+
				=	+	+

✓: can be used untrained. X: exclusive skills

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Chain Shirt (Large)	Equipped	1	25.0	200.0	
Greataxe (Large)	Equipped	1	12.0	40.0	
Slam	Equipped	1	0.0	0.0	
Thrown Rock	Carried	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			37 kg	240.0 gp	

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

SPECIAL ABILITIES	
Fast Movement (Ex)	
Giants eat/sleep/breathe	
Immunity to Cold (Ex)	
Rage (Ex) 1 times/day (10 rounds)	
Rock Catching (Ex)	
Rock Throwing (Ex)	
Vulnerability to Fire (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 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 11 from all melee attack rolls and add the same number to all melee damage rolls.
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.

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), Morningstar, 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), Thrown Rock, Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES
Giant

Notes:

Character Sheet Notes: