

Gigante del fuoco

NAME		PLAYERNAME		DEITY		Lawful Evil
Gia15 Rgr5		Fire Giant		0 cm		ALIGNMENT
276000		Large		0 kg		Low-light
CLASS		RACE		HEIGHT		VISION
20/24		0		Maschio		-1
300000		AGE		EYES		POINTS
Character Level/ECL		NEXT LEVEL		HAIR		



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED				
STR Strength	33	+11	37	+13	37	+13	HP hit points	193													Walk 9 m		
DEX Dexterity	8	-1	8	-1	8	-1	AC armor class	30	30	12	10	7	0	-1	-1	11	4		40	-7	0		
CON Constitution	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 Intelligence	10	+0	10	+0	10	+0	INITIATIVE modifier	-1	=	-1	+	+0											
WIS Wisdom	14	+2	14	+2	14	+2		TOTAL		DEX MODIFIER		MISC MODIFIER											
CHA Charisma	11	+0	11	+0	11	+0	BASE ATTACK bonus	+16/+11/+6/+1															
SKILL NAME										KEY ABILITY		SKILL MODIFIER		ABILITY MODIFIER		MAX RANKS 23/11.5							
										RANKS		MISC MODIFIER											
✓ Climb										STR	12	=	13	+	6.0	+	-7						
✓ Concentration										CON	17	=	5	+	12.0	+							
Craft (Blacksmithing)										INT	6	=	0	+	6.0	+							
✓ Heal										WIS	6	=	2	+	4.0	+							

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	+28/+23/+18/+13	+16/+11/+6/+1	+13	-1	+0	+0
RANGED	+14/+9/+4/-1	+16/+11/+6/+1	-1	-1	+0	+0
GRAPPLE	+33/+28/+23/+18	+16/+11/+6/+1	+13	+4	+0	+0

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+28/+23/+18/+13	1d4+13	20/x2	3 m

*Greatsword +3 (Large/Bane (Humanoids (human)))	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	S	L	19-20/x2	10 ft.
To Hit	Dam	To Hit	Dam		
2H +32/+27/+22/+17	3d6+22	2W-OH N/A	N/A		
Special Properties	+2 enhancement bonus and does +2d6 bonus damage vs. Humanoids (human)				

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
*Half-Plate (Large)	Heavy	+7	+0	-7	40
*Amulet of Natural Armor +3		+3		+0	0
*Ring of Protection +4		+4		+0	0

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	23/11.5
✓ Climb		STR	12	= 13	+ 6.0	-7
✓ Concentration		CON	17	= 5	+ 12.0	+
Craft (Blacksmithing)		INT	6	= 0	+ 6.0	+
✓ Heal		WIS	6	= 2	+ 4.0	+
✓ Intimidate		CHA	12	= 0	+ 12.0	+
✓ Jump		STR	20	= 13	+ 14.0	-7
✓ Spot		WIS	14	= 2	+ 12.0	+
				=	+	+
				=	+	+

✓: can be used untrained. x: exclusive skills

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Alchemist's Fire (Flask)	Backpack (Large)	1	NaN	20.0	
☐					
Amulet of Natural Armor +3	Equipped	1	0.0	18000.0	
Backpack (Large)	Equipped	1	1.0	2.0	
0,5 kg, 1 Alchemist's Fire (Flask), 4 Potion of Cure Moderate Wounds					
Belt of Giant Strength +4	Equipped	1	NaN	16000.0	
Greatsword +3 (Large/Bane (Humanoids (human)))	Equipped	1	8.0	32400.0	
+2 enhancement bonus and does +2d6 bonus damage vs. Humanoids (human)					
Half-Plate (Large)	Equipped	1	50.0	1200.0	
Outfit (Traveler's/Large)	Equipped	1	NaN	0.0	
Potion of Cure Moderate Wounds	Backpack (Large)	4	0.0 (0.0)	300.0 (1200.0)	
☐☐☐☐					
Minor Ring of Energy Resistance (Acid)	Equipped	1	0.0	12000.0	
Absorbs 10 points of Acid damage					
Ring of Protection +4	Equipped	1	0.0	32000.0	
TOTAL WEIGHT CARRIED/VALUE			60 kg	112822.0 gp	

WEIGHT ALLOWANCE					
Light	1386,5	Medium	2773	Heavy	4160
Lift over head	4160	Lift off ground	8320	Push / Drag	20800

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 (Greatsword)	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.

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, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer
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 (9 m)	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 (9 m)	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 (9 m)	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 (9 m)	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 (144 m)	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 (9 m)	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 (144 m)	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 (9 m)	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: