

Special Properties
*: weapon is equipped

+18/+18

. 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.

1d4+7

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Hide +2 (Large)	Medium	+5	+4	-2	20
*Ring of Protection +2		+2		+0	0

EQUIPME	ENT			
ITEM	LOCATION	QTY	WT	COST
Bolt, Crossbow	Crossbow (Heavy/Large)	1	NaN	0.1
Bolts, Crossbow (50)	Equipped	1	5.0	5.0
Crossbow (Heavy/Large) 0,1 lbs., 1 Bolt, Crossbow	Equipped	1	16.0	100.0
Dust of Appearance □	Carried	1	0.0	1800.0
Hide +2 (Large)	Equipped	1	50.0	4180.0
Ring of Protection +2	Equipped	1	0.0	8000.0
Slam	Equipped	1	0.0	0.0
Wand of Cure Moderate Wounds	Carried	1	NaN	4500.0
TOTAL WEIGHT CARRIED/V	ALUE		71,16 lbs.	18585.1 gp

WEIGHT ALLOWANCE						
Light	533	Medium	1066	Heavy	1600	
Lift over head	1600	Lift off ground	3200	Push / Drag	8000	

SPECIAL ABILITIES
Aura of Chaos (Ex) Strong
Aura of Evil (Ex) Strong
Giant Traits
Rebuke Undead (Su) 1/day (turn level 5) (turn damage 2d6+3)
Rock Catching (Ex)
Rock Throwing (Ex)
Spontaneous casting - Can spontaneously cast Inflict spells

	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.
Improved Initiative	You get a +4 bonus on initiative checks.
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.
Weapon Focus (Crossbow (Heavy))	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Armor Proficiency (Heavy)	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 (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.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.

	DOMAINS
Evil	You cast evil spells at +1 caster level.
Death	You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save)

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

TEMPLATES

Cleric Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	5	4+1	2+1	1+1	0	0	0	0	0	0

			LEVEL 0					
Name	DC	Saving Throw	Time Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Cure Minor Wounds	11	Will half (harmless);	1 standard Instantaneous	Touch	V, S	Yes (harmless); see	Conjuration	RSRD: SpellsC.rtf
		see text	action			text	(Healing)	
fect: Cures 1 point of damage.				Target: Creature t	ouched		Caster Level: 5	
Detect Magic	11	None	1 standard Concentration, up to 5 minutes [I	0] 60 ft.	V, S	No	Divination	RSRD: SpellsD-E.r
, and the second			action					
fect: Detects spells and magic items within 60 ft.				Target: Cone-sha	ped emanat	ion	Caster Level: 5	
Read Magic	11	None	1 standard 50 minutes	Personal	V. S. F	No	Divination	RSRD: SpellsP-R.i
<u> </u>			action		, -,			
fect:				Target: You			Caster Level: 5	
Read scrolls and spellbooks.								
			LEVEL 1					
Name	DC	Saving Throw	Time Duration	Range	Comp.	Spell Resistance	School	Source
Cure Light Wounds	12	Will half (harmless);	1 standard Instantaneous	Touch	V, S	Yes (harmless); see	Conjuration	RSRD: SpellsC.rtf
<u> </u>		see text	action			text	(Healing)	оролооли
fect:				Target: Creature t	ouched		Caster Level: 5	
Cures 1d8+5 damage. Protection from Good	12	Will negates	1 standard 6 minutes [D]	Touch	V S M/F	F No: see text	Abjuration [Evil]	RSRD: SpellsP-R.
IIII Protection from Good	12	(harmless)	action	Todon	V, O, IVI/L	7 140, SCC TOAT	Abjuration [Evil]	NOND. Opensi N.
ect:				Target: Creature t	ouched		Caster Level: 6	
+2 to AC and saves, counter mind control, hedge ou 	t elementals 12	will negates	1 standard 5 minutes	Touch	V. S. M	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
JJJ Snieid of Faith	12	(harmless)	action	rodon	v, O, IVI	res (namicss)	Abjuration	rtortb. openso.rti
fect:				Target: Creature t	ouched		Caster Level: 5	
Aura grants +2 deflection bonus.								
			LEVEL 2					
Name	DC	Saving Throw	Time Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Bull's Strength	13	Will negates	1 standard 5 minutes	Touch		F Yes (harmless)	Transmutation	RSRD: SpellsA-B.r
	.0	(harmless)	action	100011	1, 0,	1 100 (11011111000)	Transmittation	rtorto, opoliort bil
fect:				Target: Creature t	ouched		Caster Level: 5	
Subject gains +4 to Str for 5 minutes.	13	Will half (harmless);	1 standard Instantaneous	Touch	V, S	Yes (harmless); see	Conjuration	RSRD: SpellsC.rtf
LILICUIE Moderate Woulds	10	see text	action	Todon	۷, ٥	text	(Healing)	попъ. орензоли
fect:				Target: Creature t	ouched		Caster Level: 5	
Cures 2d8+5 damage.	13	None	1 standard 5 rounds [D]	Medium (150 ft.)	V, S, DF	Yes	Evocation (Force)	RSRD: SpellsS.rtf
□□□□ Spiritual Weapon	13		action	Wicdiam (130 It.)	v, o, Di		2.00dilon [i dice]	. to to. opoliso.iti
fect:				Target: Magic wea	apon of forc	9	Caster Level: 5	
Magical weapon attacks on its own.								
			LEVEL 3					
Name	DC 14	Saving Throw Will half (harmless);	Time Duration 1 standard Instantaneous	Range Touch	Comp. V. S	Spell Resistance Yes (harmless); see	School Conjuration	Source RSRD: SpellsC.rtf
Cure Serious Wounds	14	vviii nair (narmiess); see text	action	rouch	v, 5	res (narmiess); see text	(Healing)	NOKU: SpelisC.fff
ect:				Target: Creature t	ouched		Caster Level: 5	
Cures 3d8+5 damage.	4.0	None	A - t 1 1 1 t	M. P (455 (1)	\/ O	N.	ALC I'-	D0DD 0
⊒□□□ Dispel Magic	14	None	1 standard Instantaneous action	Medium (150 ft.)	V, S	No	Abjuration	RSRD: SpellsD-E.
fect:				Target: One snelle	easter creat	ure or object or	Caster Level: 5	

* =Domain/Speciality Spell

1 standard 5 hours action

14 Will negates (harmless, object) Target: One spellcaster, creature, or object; or Caster Level: 5 20-ft.-radius burst
Touch V, S, DF Yes (harmless, object) Transmutation

Target: Armor or shield touched

Effect:
Cancels magical spells and effects.

□□□□□ Magic Vestment

Effect:
Armor or shield gains 1 enhancement

RSRD: SpellsM-O.rtf

Notes:							
Character Sheet Notes:							