

Gigante del Gelo

NAME

Gia14 Brb5

253000

CLASS

19/23

Character Level/ECL

PLAYERNAME

Frost Giant

RACE

0

AGE

Large

SIZE

Maschio

GENDER

DEITY

0 cm

HEIGHT

0 kg

WEIGHT

EYES

HAIR

Chaotic Evil

ALIGNMENT

Low-light

VISION

64

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED										
STR	30	+10	30	+10	30	+10	194				Walk 15 m										
DEX	9	-1	9	-1	9	-1	AC	27	27	8	10	7	0	-1	-1	12	0	20	-1	0	
CON	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	10	+0	10	+0	10	+0	INITIATIVE	-1	-1	+0	TOTAL	DEX MODIFIER	MISC MODIFIER								
WIS	14	+2	14	+2	14	+2	BASE ATTACK	+15/+10/+5													
CHA	11	+0	11	+0	11	+0															

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE	+18	+13	+5	+0	+0	+0		
REFLEX	+4	+5	-1	+0	+0	+0		
WILL	+9	+5	+2	+0	+2	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE	+24/+19/+14	+15/+10/+5	+10	-1	+0	+0	
RANGED	+13/+8/+3	+15/+10/+5	-1	-1	+0	+0	
GRAPPLE	+29/+24/+19	+15/+10/+5	+10	+4	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+24/+19/+14	1d4+10	20/x2	3 m

*Battleaxe +2	HAND	TYPE	SIZE	CRITICAL	REACH
(Large/Flaming Burst/Flaming)	Both	S	L	20/x3	3 ft.
1H-P	+27/+22/+17	2d6+12	2W-P-(OH)	+21/+16/+11	2d6+12
1H-O	+23/+18/+13	2d6+7	2W-P-(OL)	+23/+18/+13	2d6+12
2H	+27/+22/+17	2d6+17	2W-OH	+17	2d6+7
Special Properties	+1d6 fire damage, +1d6 fire damage. On a critical hit deals +2d10 additional fire damage				

*Slam	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	B	L	20/x2	3 ft.
TOTAL ATTACK BONUS	DAMAGE				
+24/+24	1d4+10				
Special Properties					

Thrown Rock	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	B	L	20/x2	3 ft.
TH	3 m	6 m	9 m	12 m	15 m
	+14	+12	+10	+8	+6
Dam	2d6+10	2d6+10	2d6+10	2d6+10	2d6+10
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 +3 (Large)	Light	+7	+4	-1	20
*Amulet of Natural Armor +3		+3		+0	0

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	22/11
					RANKS	MISC MODIFIER
✓ Appraise	INT	0	=	0	+	+
✓ Balance	DEX	-2	=	-1	+	+ -1
✓ Bluff	CHA	0	=	0	+	+
✓ Climb	STR	13	=	10	+	+ 4.0 + -1
✓ Concentration	CON	5	=	5	+	+
✓ Craft (Untrained)	INT	0	=	0	+	+
Craft (Weaponsmithing)	INT	6	=	0	+	+ 6.0 +
✓ Diplomacy	CHA	0	=	0	+	+
✓ Disguise	CHA	0	=	0	+	+
✓ Escape Artist	DEX	-2	=	-1	+	+ -1
✓ Forgery	INT	0	=	0	+	+
✓ Gather Information	CHA	0	=	0	+	+
✓ Heal	WIS	2	=	2	+	+
✓ Hide	DEX	-6	=	-1	+	+ -5
✓ Intimidate	CHA	6	=	0	+	+ 6.0 +
✓ Jump	STR	21	=	10	+	+ 4.0 + 7
✓ Listen	WIS	2	=	2	+	+
✓ Move Silently	DEX	-2	=	-1	+	+ -1
✓ Ride	DEX	-1	=	-1	+	+
✓ Search	INT	0	=	0	+	+
✓ Sense Motive	WIS	2	=	2	+	+
✓ Spot	WIS	16	=	2	+	+ 14.0 +
✓ Survival	WIS	2	=	2	+	+
✓ Swim	STR	8	=	10	+	+ -2
✓ Use Rope	DEX	-1	=	-1	+	+
			=	+	+	+
			=	+	+	+

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
<b>Amulet of Natural Armor +3</b>	Equipped	1	0.0	18000.0
<b>Backpack</b> 0 kg	Equipped	1	1.0	2.0
<b>Battleaxe +2 (Large/Flaming Burst/Flaming)</b> +1d6 fire damage, +1d6 fire damage. On a critical hit deals +1d10 additional fire damage	Equipped	1	6.0	50320.0
<b>Chain Shirt +3 (Large)</b>	Equipped	1	25.0	9350.0
<b>Slam</b>	Equipped	1	0.0	0.0
<b>Thrown Rock</b>	Carried	1	0.0	0.0
TOTAL WEIGHT CARRIED/VALUE			32 kg	77672.0 gp

WEIGHT ALLOWANCE					
Light	533	Medium	1066,5	Heavy	1600
Lift over head	1600	Lift off ground	3200	Push / Drag	8000

SPECIAL ATTACKS	
<b>Rage (Ex)</b> 2 times/day (10 rounds), Bonuses when enraged (STR +4, CON +4, Will +2, AC -2, HP 38)	
<b>Rock Throwing (Ex)</b>	

SPECIAL QUALITIES	
<b>Fast Movement (Ex)</b>	
<b>Giant Traits</b> Giants eat/sleep/breathe	
<b>Immunity To Cold (Ex)</b> You never take Cold damage	
<b>Improved Uncanny Dodge (Ex)</b> Can't be flanked except by a level 9 rogue	
<b>Rock Catching (Ex)</b>	
<b>Trap Sense Ability (Ex)</b> +1	
<b>Vulnerability To Fire (Ex)</b> You take half again as much (+50%) damage as normal from Fire, regardless of whether a saving throw is allowed, or if the save is a success or failure	

FEATS	
<b>Cleave</b> 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.	
<b>Great Cleave</b> This feat works like Cleave, except that there is no limit to the number of times you can use it per round.	
<b>Improved Overrun</b> 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.	
<b>Improved Sunder</b> 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.	
<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 15 from all melee attack rolls and add the same number to all melee damage rolls.	
<b>Weapon Focus (Battleaxe)</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, Slam, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Katana), Sword (Short), Sword (Wakizashi), Thrown Rock, Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES
Giant