

Azura 'Ram Chaser' Leathalu

CHARACTER NAME  
Barbarian/Dragon Shaman  
CLASS  
1/9 (11)  
LEVEL (ECL)  
RACE  
Goliath  
TYPE  
Monstrous Humanoid

Micheal

PLAYER NAME  
Medium  
Male  
NG  
SIZE  
24  
GENDER  
7'8"  
ALIGNMENT  
360  
AGE  
HEIGHT  
WEIGHT

The Great Glacier

REGION  
Manethak  
DEITY  
Blue  
None  
EYES  
HAIR



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
<b>STR</b> STRENGTH	26	+8		
<b>DEX</b> DEXTERITY	18	+4		
<b>CON</b> CONSTITUTION	20	+5		
<b>INT</b> INTELLIGENCE	12	+1		
<b>WIS</b> WISDOM	14	+2		
<b>CHA</b> CHARISMA	16	+3		

TOTAL	WOUNDS	NON-LETHAL DAMAGE	SPEED
<b>HP</b> HIT POINTS 118			40 ft/x4
<b>AC</b> ARMOR CLASS 36	= 10 + 5 + 0 + 4 + 0 + 8 + 2 + 7		
<b>TOUCH</b> ARMOR CLASS 23	= 10 + 13		
<b>FLAT-FOOTED</b> ARMOR CLASS 32	= 10 + 22		
<b>INITIATIVE</b> +6	= 4 + 2		
<b>BASE ATTACK</b> +7/+2			

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MISC. BONUS	TEMP. MODIFIER
<b>FORTITUDE</b> CONSTITUTION	+15	8	5	2	
<b>REFLEX</b> DEXTERITY	+9	3	4	2	
<b>WILL</b> WISDOM	+10	6	2	2	
<b>GRAPPLE</b> Hydra Scale	+19	7	8	4	0

CONDITIONAL MODIFIERS

MELEE	TOTAL	BASE ATTACK	ABILITY MODIFIER	SIZE MODIFIER	MISC. BONUS	TEMP. MODIFIER
<b>MELEE</b> ATTACK BONUS	+15/+10	7	8	0	0	
<b>RANGED</b> ATTACK BONUS	+11/+6	7	4	0	0	

ATTACK 1	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+2 Goliath Greathammer	+17/+12	3d6+14	20/x4
RANGE	WEIGHT	TYPE	SIZE
0 ft	30	B	Large
SPECIAL PROPERTIES Two-handed			

ATTACK 2	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Tribal Composite Longbow	+12/+7	1d10+1d6+1	20/x3
RANGE	WEIGHT	TYPE	SIZE
110 ft	-/3	P	Large
SPECIAL PROPERTIES 1d6 Frost Damage / Sheaf Arrow			

ATTACK 3	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork dwarven waraxe	+12/+7	1d12+6	20/x3
RANGE	WEIGHT	TYPE	SIZE
0 ft	16 lb	S	Large
SPECIAL PROPERTIES One-handed			

ATTACK 4	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+2 Goliath Greathammer(Thrown)	+17/+12	3d6+8	20/x4
RANGE	WEIGHT	TYPE	SIZE
0 ft	60 lb	B	Large
SPECIAL PROPERTIES Thrown			

ATTACK 5	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
"+3 Helm of the Ram"	18	1D4+3+8	
RANGE	WEIGHT	TYPE	SIZE
0ft		B	Med
SPECIAL PROPERTIES Free Attack			

ATTACK 6	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS:		
			ABILITY MODIFIER	RANKS	MISC. BONUS
Appraise <sup>1</sup>	INT	1	= 1	+ 0	+ 0
Balance <sup>1</sup>	DEX*	4	= 4	+ 0	+ 0
Bluff <sup>1</sup>	CHA	7	= 3	+ 1	+ 3
Climb <sup>1</sup>	STR*	11	= 8	+ 3	+ 0
Concentration <sup>1</sup>	CON	5	= 5	+ 0	+ 0
Craft skills... <sup>1</sup>	INT	1	= 1	+ 0	+ 0
Diplomacy <sup>1</sup>	CHA	3	= 3	+ 0	+ 0
Disguise <sup>1</sup>	CHA	3	= 3	+ 0	+ 0
Escape Artist <sup>1</sup>	DEX*	4	= 4	+ 0	+ 0
Forgery <sup>1</sup>	INT	1	= 1	+ 0	+ 0
Gather Information <sup>1</sup>	CHA	3	= 3	+ 0	+ 0
Heal <sup>1</sup>	WIS	2	= 2	+ 0	+ 0
Hide <sup>1</sup>	DEX*	4	= 4	+ 0	+ 0
Intimidate <sup>1</sup>	CHA	3	= 3	+ 0	+ 0
Jump <sup>1</sup>	STR*	8	= 8	+ 5	+ 0
Knowledge (arcana)	INT	5	= 1	+ 4	+ 0
Knowledge (dungeoneering)	INT	2	= 1	+ 1	+ 0
Knowledge (nature)	INT	5	= 1	+ 4	+ 0
Knowledge (the planes)	INT	2	= 1	+ 1	+ 0
Listen <sup>1</sup>	WIS	2	= 2	+ 4	+ -4
Move Silently <sup>1</sup>	DEX*	4	= 4	+ 0	+ 0
Perform skills... <sup>1</sup>	CHA	3	= 3	+ 0	+ 0
Ride <sup>1</sup>	DEX	6	= 4	+ 2	+ 0
Search <sup>1</sup>	INT	6	= 1	+ 5	+ 0
Sense Motive <sup>1</sup>	WIS	4	= 2	+ 0	+ 2
Speak Language	INT		= 0	+ 0.5	+ 0
Spot <sup>1</sup>	WIS	0	= 2	+ 2	+ -4
Survival <sup>1</sup>	WIS	3	= 2	+ 1	+ 0
Swim <sup>1</sup>	STR**	9	= 8	+ 1	+ 0
Use Rope <sup>1</sup>	DEX	6	= 4	+ 2	+ 0

<sup>1</sup> This skill can be used even if the character has zero skill ranks.  
 \* This skill is a class skills for at least one of your classes.  
 \* Armor check penalty, if any, applies. \*\* Double the armor check penalty.





## SPECIAL ABILITIES/FEATS

### — RACIAL ABILITIES —

- × Strength+4, Dexterity-2, Constitution+2
- × Base land speed of 30 feet.
- × Darkvision 60 feet.
- × Powerful Build: You function in many ways as if you were one size category larger. If subject to a size modifier, you are treated as one size larger if it is advantageous to you. You are considered as one size larger to determine if special attacks affect you. You can use weapons designed for a creature one size larger without penalty. The benefits stack with the effects of powers, abilities and spells that change your size category.
- × Mountain Movement: You may make standing long jumps and high jumps as if you were running. You can engage in accelerated climbing without taking the -5 penalty on the Climb check.
- × Acclimated: You are automatically acclimated to life at high altitude. You do not lose this ability even if you spend a long time at a lower elevation.
- × Favored Class: Barbarian

### — CLASS ABILITIES —

- × Proficient in light and medium armor, and all shields (except tower shields)
- × Proficient with all simple and martial weapons, and with Goliath Greathammer.
- × Fast Movement(Ex): +10 to speed when in medium armor or lighter and not carrying a heavy load.
- × Rage: You can fly into a screaming frenzy once per encounter; up to 3 times per day. This gives +4 to Strength and Constitution; +20 hit points; and a +2 morale bonus to Will saves; but gives a -2 penalty to AC. Cannot use any skills that require patience or concentration while enraged. Your rage lasts up to 10 rounds.
- × Totem Dragon: You must choose a totem dragon from one of the true dragons from the Monster Manual. (Silver)
- × Draconic Aura(Su): (+2) You can channel powers of dragonkind that grant you and nearby allies special benefits. (See Pg. 13 PHB II)
  - × Energy Shield Aura: Any creature striking you or your ally with a natural attack or non-reach melee weapon is dealt 4 points of energy damage. The energy type matches that of your totem dragons breath weapon.
  - × Power Aura: Gain a + 2 bonus on melee damage rolls.
  - × Resistance Aura: Gain resistance cold 10.
  - × Senses Aura: Gain +2 bonus on Listen, Spot and initiative checks.
  - × Stamina Aura: Gain a + 2 bonus on Constitution checks (but not on Constitution-based skill checks) and Fortitude saves.
  - × Toughness Aura: Gain DR 2/magic.
  - × Vigor Aura: Gain Fast Healing 2.
- × Skill Focus: You get Skill Focus as a bonus feat. You can only apply this to one of the three class skills granted by your dragon type. (Jump<sup>1</sup>)
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- × Feather Fall(Sp): As the spell except you can only target yourself. (at will)
- × Breath Weapon(Su): You gain the breath weapon of your totem dragon. No matter the area of effect or the energy type, your breath weapon deals 4d6 points of damage. Reflex save (DC 19.5) for half. Once used it can't be used again for 1d4 rounds.
- × Draconic Resolve(Ex): You are immune to sleep and paralysis, and the frightful presence of dragons.
- × Touch of Vitality(Su): You can heal the wounds of living creatures by touch as a standard action. Each day you can heal 54 points or damage. Starting at 11th level you gain other special benefits. (Pg. 14 PHB II)
- × Energy Immunity(Ex): You gain energy immunity to the energy type of your breath weapon.

### — FEATS —

- × Exotic Weapon Proficiency(PH 94) (Greathammer, Goliath) : No penalty on attacks with specific exotic weapon.
- × Extra Rage(CW 98) : You rage two more times per day than you otherwise could.
- × Brutal Throw(CAd 106) : Use Str rather than Dex to attack rolls with thrown weapons
- × Auspicious Marking(RS 136) : Gain +2 bonus on Charisma checks against goliaths and reroll stabilization checks
- × Markings of the Blessed(RS 142) : Choose higher of two saving throw rolls
- × Markings of the Warrior(RS 142) : Choose higher of two attack rolls
- × Heavy Lithoderms(RS 141) : Natural armor increases by 1
- × Improved Natural Armor(MM 304) : Natural armor bonus increases by +1.

### — FLAWS —

- × Inattentive (UA Pg 91) : -4 on Listen and Spot checks.
- × Murphy's Luck

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