

Azura 'Ram Chaser' Leathalu

Micheal

The Great Glacier



CHARACTER NAME: Barbarian/Dragon Shaman  
 RACE: Goliath  
 CLASS: 1/10 (12)  
 LEVEL (ECL): Monstrous Humanoid

PLAYER NAME: Micheal  
 SIZE: Medium  
 GENDER: Male  
 AGE: 24  
 HEIGHT: 7'8"  
 WEIGHT: 360

REGION: Manethak  
 DEITY: Blue  
 FAIR: None

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> HP HIT POINTS: <b>124</b>			40 ft/x4
<b>AC</b> ARMOR CLASS: <b>35</b> = 10 + 5 + 0 + 4 + 0 + 8 + 2 + 6			
<b>TOUCH</b> ARMOR CLASS: <b>22</b>			
<b>FLAT-FOOTED</b> ARMOR CLASS: <b>31</b>			
<b>INITIATIVE</b> TOTAL: <b>+6</b> = 4 + 2			
<b>BASE ATTACK</b> TOTAL: <b>+8/+3</b>			

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MSC. BONUS	TEMP. MODIFIER
<b>FORTITUDE</b> CONSTITUTION	<b>+16</b>	9	5	2	
<b>REFLEX</b> DEXTERITY	<b>+9</b>	3	4	2	
<b>WILL</b> WISDOM	<b>+11</b>	7	2	2	
<b>GRAPPLE</b> Hydra Scale	<b>+20</b>	8	8	4	0

CONDITIONAL MODIFIERS

TOTAL	BASE ATTACK	ABILITY MODIFIER	SIZE MODIFIER	MSC. BONUS	TEMP. MODIFIER
<b>MELEE</b> ATTACK BONUS: <b>+16/+11</b>	8	8	0	0	
<b>RANGED</b> ATTACK BONUS: <b>+12/+7</b>	8	4	0	0	

ATTACK 1	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+2 Goliath Greathammer	<b>+18/+13</b>	<b>3d6+14</b>	<b>20/x4</b>
RANGE: 0 ft   WEIGHT: 30   TYPE: B   SIZE: Large	SPECIAL PROPERTIES: Two-handed		

ATTACK 2	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Tribal Composite Longbow	<b>+13/+8</b>	<b>1d10+1d6+1</b>	<b>20/x3</b>
RANGE: 110 ft   WEIGHT: -/3   TYPE: P   SIZE: Large	SPECIAL PROPERTIES: 1d6 Frost Damage / Sheaf Arrow		

ATTACK 3	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork dwarven waraxe	<b>+13/+8</b>	<b>1d12+6</b>	<b>20/x3</b>
RANGE: 0 ft   WEIGHT: 16 lb   TYPE: S   SIZE: Large	SPECIAL PROPERTIES: One-handed		

ATTACK 4	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+2 Goliath Greathammer(Thrown)	<b>+18/+13</b>	<b>3d6+8</b>	<b>20/x4</b>
RANGE: 0 ft   WEIGHT: 60 lb   TYPE: B   SIZE: Large	SPECIAL PROPERTIES: Thrown		

ATTACK 5	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
"+3 Helm of the Ram"	<b>19</b>	<b>1D4+3+8</b>	
RANGE: 0ft   WEIGHT:   TYPE: B   SIZE: Med	SPECIAL PROPERTIES: Free Attack		

ATTACK 6	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Fanged Mask	<b>17</b>	<b>1d8+1+8</b>	<b>19-20/x3</b>
RANGE: 0ft   WEIGHT:   TYPE: P/S   SIZE:	SPECIAL PROPERTIES: Free Attack / Good Aligned		

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS:		
			ABILITY MODIFIER	RANKS	MSC. 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	6	= 1	+ 5	+ 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	1	= 2	+ 3	+ -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.

<b>72,000 / 78,000</b>	
<small>CAMPAIGN</small>	<small>EXPERIENCE POINTS</small>

**GEAR**

ARMOR/PROTECTIVE ITEM		TYPE	ARMOR BONUS	MAX DEX BONUS
Non-Encombring		Light	+5	No Restriction
<small>ACP</small>	<small>SPELL FAILURE</small>	<small>SPEED</small>	<small>WEIGHT</small>	<small>SPECIAL PROPERTIES</small>
+0	0%	0	0	

SHIELD/PROTECTIVE ITEM		ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
<small>SPECIAL PROPERTIES</small>					

**OTHER POSSESSIONS**

ITEM	Wgt	ITEM	Wgt
Backpack	2	Crowbar	3.5
Bedroll	5	Climbing Irons	3
Blanket	3	Grapple (Folding)	5
Flint & Steel		Iron Wedge x2	2
Belt Pouch x2	1	Pitton Hammer	2
Shovel	8	Pittons 10ea	2
Waterskin	4		
Whetstone	1		
Travelers Outfit x3	15		
Backpack Frame	2.5		
Belt Pouch Lg x4	4	<b>Magic Items Equipped by Slot</b>	
Sack Lg	0.5	<b>Ring Slot (RH)</b>	
		Ring of freedom of movement (40000 GP)	
		<b>Ring Slot (LH)</b>	
		Ring of protection (+2) (8000 GP)	
		<b>Hand Slot</b>	
		(none) (0 GP)	0
		<b>Arm Slot</b>	
		(none) (0 GP)	0
		<b>Head Slot</b>	
		(none) (0 GP)	0
		<b>Face Slot</b>	
		Fanged mask (8300 GP)	1
		<b>Shoulder Slot</b>	
		Cloak of resistance (+2) (4000 GP)	1
		<b>Neck Slot</b>	
		(none) (0 GP)	0
		<b>Body Slot</b>	
		(none) (0 GP)	0
Hydra Scale		<b>Torso Slot</b>	
Dracoloth Scale		(none) (0 GP)	0
Baskalith Scale		<b>Waist Slot</b>	
Fiendish Dragon Mastif Scale		Belt of giant strength (+4) (16000 GP)	1
Red Dragon Tooth		<b>Feet Slot</b>	
Silver Dragon Scale		(none) (0 GP)	0
Blue Dragon Scale		<b>TOTAL WEIGHT CARRIED</b>	66.5

**NOTES**

Base Heroic Luck 6  
 Darkvision Permancy 18th Lvl  
 Tongues Permancy 18 Lvl  
 Fly Permancy as Spell 18th Lvl  
 Dragonskin Permancy (Red) 18 Lvl

**LANGUAGES**

Common  
 Dwarven  
 Draconic  
 Dwarven  
 Giant  
 Gnoll  
 Terran  
 Illithiad

**SPECIAL ABILITIES**

- 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 spent 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; +22 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): (+3) 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 6 points of energy damage. The energy type matches that of your totem dragons breath weapon.
- \* Power Aura: Gain a +3 bonus on melee damage rolls.
- \* Resistance Aura: Gain resistance cold 15.
- \* Senses Aura: Gain +3 bonus on Listen, Spot and initiative checks.
- \* Stamina Aura: Gain a +3 bonus on Constitution checks (but not on Constitution-based skill checks) and Fortitude saves.
- \* Toughness Aura: Gain DR 3/magic.
- \* Vigor Aura: Gain Fast Healing 3.
- \* 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>)
- \* 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. (Bluff<sup>1</sup>)
- \* 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 5d6 points of damage. Reflex save (DC 20) 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 60 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.

**CARRYING INFO**

306 <small>LIGHT LOAD</small>	613 <small>MED LOAD</small>	920 <small>HEAVY LOAD</small>
920 <small>LIFT OVER HEAD</small>	1,840 <small>LIFT OFF GROUND</small>	4,600 <small>PUSH DRAG</small>

MONEY	
PP	
GP	
SP	
CP	
Art	
Gems	
Other (GP)	

**TURN/REBUKE ATTEMPTS**

Times/Day <input type="text"/>	Used <input type="text"/>	Turning/Rebuking Check Modifier <input type="text"/>
<small>Rolling Check</small>	<small>MOST Powerful Opposed Affected(Max HD)</small>	<small># of HD Turned/Rebuked</small>
Up to 0		2d6
1-3		If your cleric level is double the HD of the undead or more, the undead are destroyed/commanded rather than turned/rebuked. Dispelling rebuking/turning works like turning/rebuking, but you must equal or exceed the check result of the cleric who rebuked/turned.
4-6		
7-9		
10-12		
13-15		
16-18		
19-21		
22+		

