

Azura 'Ram Chaser' Leathalu

CHARACTER NAME
Barbarian/Dragon Shaman
CLASS
1/7 (9)
LEVEL (ECL)
RACE
Goliath
TYPE
Monstrous Humanoid

Micheal

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

The Great Glacier

REGION
Manethak
DEITY
Blue
EYES
None
HAIR



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	22	+6		
DEX DEXTERITY	12	+1		
CON CONSTITUTION	20	+5		
INT INTELLIGENCE	12	+1		
WIS WISDOM	14	+2		
CHA CHARISMA	16	+3		

TOTAL	WOUNDS	NON-LETHAL DAMAGE	SPEED
HP HT POINTS 96			40 ft/x4
AC ARMOR CLASS 23	= 10 + 5 + 0 + 1 + 0 + 5 + 2 + 0		
TOUCH ARMOR CLASS 13	FLAT-FOOTED ARMOR CLASS 22		

TOTAL	DEX MODIFIER	MSC. BONUS
INITIATIVE +1	+1	0
BASE ATTACK +6/+1		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MSC. BONUS	TEMP. MODIFIER
FORTITUDE CONSTITUTION	+13	7	5	1	
REFLEX DEXTERITY	+4	2	1	1	
WILL WISDOM	+8	5	2	1	
GRAPPLE MODIFIER	+16	6	6	4	0

CONDITIONAL MODIFIERS

TOTAL	BASE ATTACK	ABILITY MODIFIER	SIZE MODIFIER	MSC. BONUS	TEMP. MODIFIER
MELEE ATTACK BONUS +12/+7	6	6	0	0	
RANGED ATTACK BONUS +7/+2	6	1	0	0	

ATTACK 1	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+2 Goliath Greathammer	+14/+9	3d6+11	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	+8/+3	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	+9/+4	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)	+14/+9	3d6+8	20/x4
RANGE	WEIGHT	TYPE	SIZE
0 ft	30 lb	B	Medium
SPECIAL PROPERTIES Thrown			

ATTACK 5	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

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

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS:		
			ABILITY MODIFIER	RANKS	MSC. BONUS
Appraise ¹	INT	1	= 1	+ 0	+ 0
Balance ¹	DEX*	1	= 1	+ 0	+ 0
x Bluff ¹	CHA	4	= 3	+ 1	+ 0
x Climb ¹	STR*	13	= 6	+ 7	+ 0
Concentration ¹	CON	5	= 5	+ 0	+ 0
x Craft skills... ¹	INT	1	= 1	+ 0	+ 0
Diplomacy ¹	CHA	3	= 3	+ 0	+ 0
x Disguise ¹	CHA	3	= 3	+ 0	+ 0
Escape Artist ¹	DEX*	1	= 1	+ 0	+ 0
Forgery ¹	INT	1	= 1	+ 0	+ 0
Gather Information ¹	CHA	3	= 3	+ 0	+ 0
Heal ¹	WIS	2	= 2	+ 0	+ 0
Hide ¹	DEX*	1	= 1	+ 0	+ 0
x Intimidate ¹	CHA	3	= 3	+ 0	+ 0
x Jump ¹	STR*	8	= 6	+ 2	+ 0
x Knowledge (arcana)	INT	3	= 1	+ 2	+ 0
x Knowledge (nature)	INT	6	= 1	+ 3	+ 2
Knowledge (the planes)	INT	2	= 1	+ 1	+ 0
x Listen ¹	WIS	4	= 2	+ 2	+ 0
Move Silently ¹	DEX*	1	= 1	+ 0	+ 0
Perform skills ... ¹	CHA	3	= 3	+ 0	+ 0
x Ride ¹	DEX	3	= 1	+ 2	+ 0
x Search ¹	INT	5	= 1	+ 4	+ 0
Sense Motive ¹	WIS	4	= 2	+ 0	+ 2
Speak Language	INT		= 0	+ 0.5	+ 0
Spot ¹	WIS	2	= 2	+ 0	+ 0
x Survival ¹	WIS	7	= 2	+ 5	+ 0
x Swim ¹	STR**	8	= 6	+ 2	+ 0
Use Rope ¹	DEX	3	= 1	+ 2	+ 0

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

