

Wazza

Character Name: Wazza Player Name: Half-Giant / Humanoid Deity: None Region: None Alignment: Low-light
 CLASS: Fighter 7 RACE: Half-Giant / Humanoid SIZE / FACE: Medium / 5 ft. HEIGHT / WEIGHT: 7' 7" / 280 lbs. VISION: VISION
 7 (6) 35000 / 51000 42 Male GENDER: Male EYES: HAIR: Points: 20
 Character Level (CR): 7 (6) EXP/NEXT LEVEL: 35000 / 51000 AGE: 42 GENDER: Male EYES: HAIR: Points: 20

| ABILITY NAME | BASE SCORE | BASE MOD | ABILITY SCORE | ABILITY MOD | TEMP SCORE | TEMP MOD | WOUNDS/CURRENT HP | | SUBDUAL DAMAGE | | DAMAGE REDUCTION | | SPEED | | | | | | | | | | | | |
|----------------------------|------------|----------|---------------|-------------|------------|----------|----------------------------------|----|----------------|----|------------------|----|--------------------|---|---|---|---|---|---|---|---|---|---|---|---|
| STR Strength | 16 | +3 | 16 | +3 | | | HP hit points | 68 | | | | | Walk 20 ft. | | | | | | | | | | | | |
| DEX Dexterity | 13 | +1 | 13 | +1 | | | AC armor class | 25 | 24 | 11 | = | 10 | +11 | 3 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| CON Constitution | 14 | +2 | 14 | +2 | | | INITIATIVE modifier | | +1 | = | +1 | +0 | | | | | | | | | | | | | |
| INT Intelligence | 8 | -1 | 8 | -1 | | | Encumbrance | | | | | | | | | | | | | | | | | | |
| WIS Wisdom | 10 | +0 | 10 | +0 | | | Medium (rules applied) | | | | | | | | | | | | | | | | | | |
| CHA Charisma | 16 | +3 | 16 | +3 | | | | | | | | | | | | | | | | | | | | | |

| SAVING THROWS | TOTAL | BASE SAVE | ABILITY | MAGIC | MISC | EPIC | TEMP | TOTAL SKILLPOINTS: 7 | | | | | | | | | | | |
|------------------------------------|-------|-----------|---------|-------|------|------|------|----------------------|--|--|--|--|--|--|--|--|--|--|--|
| FORTITUDE (constitution) | +7 | = | +5 | +2 | +0 | +0 | | SKILLS | | | | | | | | | | | |
| REFLEX (dexterity) | +3 | = | +2 | +1 | +0 | +0 | | MAX RANKS: 7/7 | | | | | | | | | | | |
| WILL (wisdom) | +2 | = | +2 | +0 | +0 | +0 | | SKILL NAME | | | | | | | | | | | |

Conditional Save Modifiers:
 +2 Will vs. fear

| | TOTAL | BASE ATTACK BONUS | STAT | SIZE | MISC | EPIC | TEMP |
|-------------------------------|--------|-------------------|-------|------|------|------|------|
| MELEE attack bonus | +10/+5 | = | +7/+2 | +3 | +0 | +0 | |
| RANGED attack bonus | +8/+3 | = | +7/+2 | +1 | +0 | +0 | |
| CMB attack bonus | +11/+6 | = | +7/+2 | +3 | +0 | +0 | |

| | GRAPPLE | TRIP | DISARM | SUNDER | BULL RUSH | OVERRUN |
|------------|---------|--------|--------|--------|-----------|---------|
| CMB | +11/+6 | +11/+6 | +11/+6 | +11/+6 | +11 | +11 |
| CMD | 22 | 22 | 22 | 22 | 22 | 22 |

| | TOTAL ATTACK BONUS | DAMAGE | CRITICAL | REACH |
|---|--------------------|--------|----------|-------|
| UNARMED (lethal or nonlethal) | +10/+5 | 1d3+3 | 20/x2 | 5 ft. |

| *Trident +1 (Large/Called) | | HAND | TYPE | SIZE | CRITICAL | REACH |
|----------------------------|--------|---------|-----------|--------|----------|-------|
| | | Primary | P | L | 20/x2 | 5 ft. |
| | To Hit | Dam | To Hit | Dam | | |
| 1H-P | +12/+7 | 2d6+5 | 2W-P-(OH) | +6/+1 | 2d6+5 | |
| 1H-O | +8/+3 | 2d6+3 | 2W-P-(OL) | +8/+3 | 2d6+5 | |
| 2H | +12/+7 | 2d6+6 | 2W-OH | +2 | 2d6+3 | |
| | 10 ft. | 20 ft. | 30 ft. | 40 ft. | 50 ft. | |
| TH | +8/+3 | +6/+1 | +4/-1 | +2/-3 | +0/-5 | |
| Dam | 2d6+5 | 2d6+5 | 2d6+5 | 2d6+5 | 2d6+5 | |

Special Properties: Extra damage when set against a charging character (pg. 144). A called weapon can be teleported from up to 100 feet away to the wielder's hand as a swift action.

| *Shield, Heavy Steel | | HAND | TYPE | SIZE | CRITICAL | REACH |
|----------------------------------|--|----------|------|------|----------|-------|
| +1 (Large/Bashing/Shield Spikes) | | Equipped | P | L | 20/x2 | 5 ft. |
| TOTAL ATTACK BONUS | | DAMAGE | | | | |
| +8/+3 | | 3d6+4 | | | | |

Special Properties: damage dice increases to 1d8, Spiked

*: 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 |
|---|-------|-----|--------|-------|---------------|
| *Full Plate +2 | Heavy | +11 | +1 | -5 | 35 |
| *Shield, Heavy Steel +1 (Large/Bashing/Shield Spikes) | Heavy | +3 | | -1 | 15 |

damage dice increases to 1d8, Spiked

| Psionics | | | |
|-----------|---|-------------|---|
| Base PP: | 0 | Bonus PP: | 2 |
| Total PP: | 2 | Current PP: | |

| SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS | MISC MODIFIER |
|-----------------------|-------------|----------------|------------------|-------|---------------|
| ✓ Acrobatics | DEX | -2 | = | 1 | + 1 + -4 |
| ✓ Acrobatics (Jump) | DEX | -6 | = | 1 | + 1 + -8 |
| ✓ Appraise | INT | -1 | = | | -1 |
| ✓ Bluff | CHA | 7 | = | 3 | + 1 + 3 |
| ✓ Climb | STR | 3 | = | 3 | + 1 + -1 |
| ✓ Craft (Untrained) | INT | -1 | = | | -1 |
| ✓ Diplomacy | CHA | 3 | = | | 3 |
| ✓ Disguise | CHA | 3 | = | | 3 |
| ✓ Escape Artist | DEX | -3 | = | 1 | + -4 |
| ✓ Fly | DEX | -3 | = | 1 | + -4 |
| ✓ Handle Animal | CHA | 7 | = | 3 | + 1 + 3 |
| ✓ Heal | WIS | 0 | = | | 0 |
| ✓ Intimidate | CHA | 7 | = | 3 | + 1 + 3 |
| ✓ Perception | WIS | 0 | = | | 0 |
| ✓ Perform (Untrained) | CHA | 3 | = | | 3 |
| ✓ Ride | DEX | -3 | = | 1 | + -4 |
| ✓ Sense Motive | WIS | 0 | = | | 0 |
| ✓ Stealth | DEX | -3 | = | 1 | + -4 |
| ✓ Survival | WIS | 8 | = | 0 | + 1 + 7 |
| ✓ Swim | STR | 3 | = | 3 | + 1 + -1 |

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

| EQUIPMENT | | | |
|--|----------|----------|------------|
| ITEM | LOCATION | QTY | WT / COST |
| Trident +1 (Large/Called) | Equipped | 1 | 8 / 8,330 |
| <small>Extra damage when set against a charging character (pg. 144), A called weapon can be teleported from up to 100 feet away to the wielder's hand as a swift action.</small> | | | |
| Full Plate +2 | Equipped | 1 | 50 / 5,650 |
| Shield, Heavy Steel +1 (Large/Bashing/Shield Spikes) | Equipped | 1 | 35 / 4,200 |
| <small>damage dice increases to 1d8, Spiked</small> | | | |
| TOTAL WEIGHT CARRIED/VALUE | 93 lbs. | 18,180gp | |

| WEIGHT ALLOWANCE | | | |
|------------------|-----|-----------------|------|
| Light | 76 | Medium | 153 |
| Lift over head | 230 | Lift off ground | 460 |
| | | Heavy | 230 |
| | | Push / Drag | 1150 |

| MONEY | |
|--------|---------------------------------|
| Total= | 0 gp [Unspent Funds = 5,320 gp] |

| MAGIC | |
|-------|--|
| | |

| Languages | |
|-----------|--------|
| | Common |

| Other Companions | |
|------------------|--|
| | |

| Special Qualities | |
|----------------------------|------------------------------------|
| Armor Training (Ex) | [Paizo Inc. - Core Rulebook, p.55] |

You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 2 and increase the maximum Dexterity bonus allowed by your armor by +2

| Bonus Feats | |
|-------------|------------------------------|
| | [Paizo Inc. - Core Rulebook] |

At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the fighter loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

| Bravery (Ex) | |
|--------------|------------------------------------|
| | [Paizo Inc. - Core Rulebook, p.55] |

You gain a +2 bonus to Will saves against fear effects.

| Fire Acclimated (Ex) | |
|----------------------|--|
| | [Dreamscarred Press - Ultimate Psionics, p.17] |

+2 racial bonus on saves vs. fire spells and effects.

| Giant Blood (Ex) | |
|------------------|--|
| | [Dreamscarred Press - Ultimate Psionics, p.17] |

Half-Giants count as human and giant for any effect related to race.

| Martial Training Initiating | |
|-----------------------------|------------------------------------|
| | [Dreamscarred Press - Path of War] |

Maneuvers Known: 5, Maneuvers Readied: 3, Stances Known: 2, Initiator Level: 6, Maximum Maneuver Level:3 / recover: 1 as full-rd

| Naturally Psionic | |
|-------------------|--|
| | [Dreamscarred Press - Ultimate Psionics, p.10] |

Gain the Wild Talent feat, or Psionic Talent if levels in a psionic class taken.

| Powerful Build (Ex) | |
|---------------------|--|
| | [Dreamscarred Press - Ultimate Psionics, p.17] |

Can be treated as one size larger if advantageous for size modifier for opposed checks, special attacks affected by size, and using weapons. This stacks with other size-changing effects.

| Psionic | |
|---------|--|
| | [Dreamscarred Press - Ultimate Psionics, p.26] |

Total Power Points 2; Base Power Points 0; Bonus Power Points 2

| Psionic Aptitude | |
|------------------|--|
| | [Dreamscarred Press - Ultimate Psionics, p.10] |

Can gain 1 power point instead of 1 hit point or 1 skill rank when taking a level in a favored class.

| Survivor (Ex) | |
|---------------|--|
| | [Dreamscarred Press - Ultimate Psionics, p.17] |

+4 to Survival checks.

| Weapon Training (Ex) | |
|----------------------|------------------------------------|
| | [Paizo Inc. - Core Rulebook, p.56] |

Attacks with a weapon from listed groups, gain a bonus on attack and damage rolls. (Included in weapon blocks) Thrown Weapons +1

| Feats | |
|---------------------------|--|
| Martial Training I | [Dreamscarred Press - Path of War, p.23] |

Select a martial discipline. The associated skill for this discipline is now a class skill. Your martial initiator level maneuvers granted by this feat (and subsequent Martial Training feats) is equal to half your character level + your attribute modifier that modifies

your chosen discipline for use with this discipline (example, Dexterity for a discipline that uses Acrobatics), not to exceed your character level. Likewise, your initiation modifier is the attribute modifier that effects the associated skill of this chosen discipline (for example, Charisma if the discipline uses Diplomacy). You may select any two maneuvers from the 1st level maneuvers from this discipline, and you may ready one of your maneuvers for use. You may recover one maneuver by expending a full round action to recover it. Special: If you ever gain levels in a martial adept class or possess them previously, these maneuvers continue to use their own initiator level and recovery method, independent of your martial adept level. Those wishing to add new maneuvers from a discipline that is already available to their class should instead select the Advanced Study feat instead

| Martial Training II | |
|---------------------|--|
| | [Dreamscarred Press - Path of War, p.23] |

You may select two new maneuvers and one stance from your chosen discipline of up to 2nd level, and you may ready an additional maneuver. You must meet the minimum initiator level to select any maneuver.

| Martial Training III | |
|----------------------|--|
| | [Dreamscarred Press - Path of War, p.23] |

You may select an additional new maneuver from your chosen discipline of up to 3rd level, plus one new stance, and you may ready an additional maneuver. You may also trade out any one maneuver from your chosen discipline you know and replace it with a different maneuver from that discipline of up to 2nd level. You must meet the minimum initiator level to select any maneuver.

| Wild Talent | |
|-------------|---|
| | [Dreamscarred Press - Ultimate Psionics, p.120] |

Gain psionic ability and 2 power points

| Proficiencies | |
|---------------|--|
| | |

Aldori Dueling Sword, Amentum, Atlatl, Axe (Throwing), Bardiche, Battle Aspergillum, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Boar Spear, Brass Knuckles, Broadsword (Nine Ring), Butterfly Sword, Cestus, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Dogslicer, Double Chicken Saber, Earth Breaker, Falchion, Flail, Flail (Heavy), Gaff, Gauntlet, Gauntlet (Spiked), Gladius, Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Hooked Lance, Horsechopper, Hunga Munga, Iron Brush, Javelin, Jutte, Katana, Kerambit, Klar, Kukri, Lance, Longbow, Longspear, Longsword, Lucerne Hammer, Lungchuan Tamo, Mace (Heavy), Mace (Light), Mattock, Mere Club, Monk's Spade, Morningstar, Naginata, Nodachi, Ogre Hook, Pick (Heavy), Pick (Light), Pilum, Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Rhomphaia, Rock, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Sea-Knife, Shang Gou, Shieldbash, Shortbow, Shortspear, Sibat, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Spiked Armor, Splash Weapon, Stake, Starknife, Sword (Bastard), Sword (Short), Sword (Tri-Point Double-Edged), Sword Cane, Tepoztopilli, Terbutje, Terbutje (Great), Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), War Razor, Waraxe (Dwarven), Warhammer, Wushu Dart

Innate Racial Spells

| Name | School | Time | Duration | Range | Source |
|------|--------|------|----------|-------|--------|
|------|--------|------|----------|-------|--------|

| | | | | | |
|---------------------------------------|---------------|-------------------|---------------|--------|----------|
| <input type="checkbox"/> Stomp | Psychokinesis | 1 standard action | Instantaneous | 20 ft. | UP.p.247 |
|---------------------------------------|---------------|-------------------|---------------|--------|----------|

[Au, Vi] **TARGET:** Cone-shaped spread; **EFFECT:** Subjects fall prone and take 1d4 nonlethal damage. [SR:No; DC:14, Reflex negates]

* =Domain/Speciality Spell

Innate

Stomp (DC:14)

Wazza

Half-Giant

RACE

42

AGE

Male

GENDER

Low-light

VISION

None

ALIGNMENT

Right

DOMINANT HAND

7' 7"

HEIGHT

280 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography: