



Rune Giant, Samurai

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CHARACTER NAME

ALIGNMENT

PLAYER

Samurai 4

CHARACTER LEVEL

DEITY

HOMELAND

Giant, Rune

Gargantuan Male

124

41' 8"

3000 lbs.

Black

Ice-
Blue

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

HAIR

EYES

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR STRENGTH	40	+15		
DEX DEXTERITY	15/17	+2/+3		
CON CONSTITUTION	28	+9		
INT INTELLIGENCE	14	+2		
WIS WISDOM	22	+6		
CHA CHARISMA	18/24	+4/+7		
AC ARMOR CLASS	34			

HP HIT POINTS	TOTAL	346	DR	ACID 30
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WOUNDS / CURRENT HP

NONLETHAL DAMAGE

INITIATIVE MODIFIER	+3	=	+3	+	
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TOTAL

DEX MODIFIER

MISC MODIFIER

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TOUCH ARMOR CLASS	9	FLAT-FOOTED ARMOR CLASS	31	MODIFIERS
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SAVING THROWS	TOTAL		BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	MODIFIERS
FORTITUDE (CONSTITUTION)	+21	=	+10	+	+9	+	<input type="text"/>	
REFLEX (DEXTERITY)	+12	=	+7	+	+3	+	<input type="text"/>	
WILL (WISDOM)	+21	=	+13	+	+6	+	<input type="text"/>	

BASE ATTACK BONUS	+19	SPELL RESISTANCE	
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CMB	+38	=	+19	+	+15	+	+4	MODIFIERS
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TOTAL

BASE ATTACK BONUS

STRENGTH MODIFIER

SIZE MODIFIER

+4 Bull Rush

CMD	51	=	+19	+	+15	+	+3	+	+4	+		+10
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TOTAL

BASE ATTACK BONUS

STRENGTH MODIFIER

DEXTERITY MODIFIER

SIZE MODIFIER

MISC MODIFIER

WEAPON		ATTACK BONUS	CRITICAL
+1 Axiomatic Sword, Bastard (1-hand)		+29/+24/+19/+14	17-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE
S			4d8+40

WEAPON		ATTACK BONUS	CRITICAL
Flail, Heavy (2-hand, disarm, trip)		+27/+22/+17/+12, disarm +40/+35/+30/+25, trip +38/+33/+28/+23	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE
B			4d8+37

WEAPON		ATTACK BONUS	CRITICAL
Slam x2 (Giant, Rune) (light)		+22 x2	20/x2
TYPE	RANGE	AMMUNITION	DAMAGE
B			2d6+12

SPEED LAND	50 FT.	10 SQ.	35 FT.	7 SQ.	TEMP MODIFIERS
BASE SPEED		WITH ARMOR			
FT.	8.75 FT.	8.75 FT.	FT.		
FLY MANEUVERABILITY	SWIM	CLIMB	BURROW		

SKILLS

SKILL NAMES	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input type="checkbox"/> ACROBATICS	2	=DEX	3	+ 0 + -1
<input type="checkbox"/> APPRAISE	4	=INT	2	+ 0 + 2
<input checked="" type="checkbox"/> BLUFF	9	=CHA	7	+ 0 + 2
<input checked="" type="checkbox"/> CLIMB	14	=STR	15	+ 0 + -1
<input checked="" type="checkbox"/> CRAFT (ENTER CHOICE)	2	=INT	2	+ 0 + 0
<input checked="" type="checkbox"/> DIPLOMACY	35	=CHA	7	+ 23 + 5
<input type="checkbox"/> DISGUISE	9	=CHA	7	+ 0 + 2
<input type="checkbox"/> ESCAPE ARTIST	2	=DEX	3	+ 0 + -1
<input type="checkbox"/> FLY	-4	=DEX	3	+ 0 + -7
<input checked="" type="checkbox"/> HEAL	8	=WIS	6	+ 0 + 2
<input checked="" type="checkbox"/> INTIMIDATE	35	=CHA	7	+ 23 + 5
<input checked="" type="checkbox"/> KNOWLEDGE (HISTORY)*	30	=INT	2	+ 23 + 5
<input checked="" type="checkbox"/> KNOWLEDGE (NOBILITY)*	9	=INT	2	+ 2 + 5
<input checked="" type="checkbox"/> PERCEPTION	34	=WIS	6	+ 23 + 5
<input checked="" type="checkbox"/> RIDE	2	=DEX	3	+ 0 + -1
<input checked="" type="checkbox"/> SENSE MOTIVE	25	=WIS	6	+ 14 + 5
<input type="checkbox"/> STEALTH	-10	=DEX	3	+ 0 + -13
<input checked="" type="checkbox"/> SURVIVAL	8	=WIS	6	+ 0 + 2
<input checked="" type="checkbox"/> SWIM	14	=STR	15	+ 0 + -1

☒ CLASS SKILL * TRAINED ONLY

CONDITIONAL MODIFIERS:

LANGUAGES:

Common, Common, Giant, Giant, Terran,

Thassilonian

[illegible]

0	15000

**Armor Proficiency (Heavy)****Armor Proficiency (Light)****Armor Proficiency (Medium)****Bleeding Critical**

Your critical hits cause opponents to bleed profusely.

Prerequisites: Critical Focus, base attack bonus +11.

Benefit: Whenever you score a critical hit with a slashing or piercing weapon, your opponent takes 2d6 points of bleed damage (see Conditions) each round on his turn, in addition to the damage dealt by the critical hit. Bleed damage can be stopped by a DC 15 Heal skill check or through any magical healing. The effects of this feat stack.

Special: You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

Bull Rush Strike

Your critical hits can push back your foes.

Prerequisites: Str 13, Improved Bull Rush, Power Attack, base attack bonus +9.

Benefit: Whenever you score a critical hit with a melee attack, you can push your opponent back, in addition to the normal damage dealt by the attack. If your confirmation roll exceeds your opponent's CMD, you may push your opponent back as if from the bull rush combat maneuver. You do not need to move with the target if successful. This does not provoke an attack of opportunity.

Normal: You must perform a bull rush combat maneuver to bull rush an opponent.

Special: You can only apply the effects of one of the following feats to a given critical hit: Bull Rush Strike, Disarming Strike, Repositioning Strike, Sundering Strike, or Tripping Strike. You may choose to use this feat after you make your confirmation roll.

Critical Focus

You are trained in the art of causing pain.

Prerequisites: Base attack bonus +9.

Benefit: You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Furious Focus

Even in the midst of fierce and furious blows, you can find focus in the carnage and your seemingly wild blows strike home.

Prerequisites: Str 13, Power Attack, base attack bonus +1.

Benefit: When you are wielding a two-handed weapon or a one-handed weapon with two hands, and using the Power Attack feat, you do not suffer Power Attack's penalty on melee attack rolls on the first attack you make each turn. You still suffer the penalty on any additional attacks, including attacks of opportunity.

Greater Vital Strike

You can make a single attack that deals incredible damage.

Prerequisites: Improved Vital Strike, Vital Strike, base attack bonus +16.

Benefit: When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack four times and add the results together before adding bonuses from Strength, weapon abilities (such as flaming), precision-based damage, and other damage bonuses. These extra weapon damage dice are not multiplied on a critical hit, but are added to the total.

Improved Bull Rush

You are skilled at pushing your foes around.

Prerequisite: Str 13, Power Attack, base attack bonus +1.

Benefit: You do not provoke an attack of opportunity when performing a bull rush combat maneuver. In addition, you receive a +2 bonus on checks made to bull rush a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to bull rush you.

Normal: You provoke an attack of opportunity when performing a bull rush combat maneuver.

Improved Critical: Sword, Bastard

Attacks made with your chosen weapon are quite deadly.

Prerequisite: Proficient with weapon, base attack bonus +8.

Benefit: When using the weapon you selected, your threat range is doubled.

Special: You can gain Improved Critical multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon.

This effect doesn't stack with any other effect that expands the threat range of a weapon.

Improved Vital Strike

You can make a single attack that deals a large amount of damage.

Prerequisites: Vital Strike, base attack bonus +11.

Benefit: When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack three times and add the results together before adding bonuses from Strength, weapon abilities (such as flaming), precision-based damage, and other damage bonuses. These extra weapon damage dice are not multiplied on a critical hit, but are added to the total.

Martial Weapon Proficiency - All

Benefit: You are proficient with all Martial weapons.

Normal: When using a weapon with which you are not proficient, you are at -4 to attack rolls.

Power Attack -5/+10

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a -1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by -1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Addition from Furious Focus: When you are wielding a two-handed weapon or a one-handed weapon with two hands, and using the Power Attack feat, you do not suffer Power Attack's penalty on melee attack rolls on the first attack you make each turn. You still suffer the penalty on any additional attacks, including attacks of opportunity.

Shield Proficiency

You are trained in how to properly use a shield.

Benefit: When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

Normal: When you are using a shield with which you are not proficient, you take the shield's armor check penalty on attack rolls and on all skill checks that involve moving.

Special: Barbarians, bards, clerics, druids, fighters, paladins, and rangers all automatically have Shield Proficiency as a bonus feat. They need not select it.

Simple Weapon Proficiency - All

You are trained in the use of basic weapons.

Benefit: You make attack rolls with simple weapons without penalty.

Normal: When using a weapon with which you are not proficient, you take a –4 penalty on attack rolls.

Special: All characters except for druids, monks, and wizards are automatically proficient with all simple weapons. They need not select this feat.

Vital Strike

You make a single attack that deals significantly more damage than normal.

Prerequisites: Base attack bonus +6.

Benefit: When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack twice and add the results together before adding bonuses from Strength, weapon abilities (such as flaming), precision-based damage, and other damage bonuses. These extra weapon damage dice are not multiplied on a critical hit, but are added to the total.

Addition from Improved Vital Strike: Your Vital Strike damage is multiplied by 3 instead of 2.

Addition from Greater Vital Strike: Your Vital Strike damage is multiplied by 4 instead of 2.

Weapon Focus: Sword, Bastard

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Weapon Specialization: Sword, Bastard

You are skilled at dealing damage with one weapon. Choose one type of weapon (including unarmed strike or grapple) for which you have already selected the Weapon Focus feat. You deal extra damage when using this weapon.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, fighter level 4th.

Benefit: You gain a +2 bonus on all damage rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon..

Special Abilities

Low-Light Vision

See twice as far as a human in low light, distinguishing color and detail.

Resolve (2/day) (Ex) (Samurai Ability)

Starting at 1st level, the samurai gains resolve that he can call upon to endure even the most devastating wounds and afflictions. He can use this ability once per day at 1st level, plus one additional time per day for every two samurai levels beyond 1st. Whenever the samurai defeats the target of his challenge, he regains one daily use of his resolve, up to his maximum number of uses per day. Defeating the target of his challenge usually involves reducing the target to 0 hit points or fewer, but the GM might rule that an enemy that surrenders or flees the battle is also defeated. He can use this resolve in a number of ways.

Determined: As a standard action, a samurai can spend one use of his resolve to remove the fatigued, shaken, or sickened condition. If the samurai is at least 8th level, he can alternatively remove the exhausted, frightened, nauseated, or staggered condition. If these conditions have a duration longer than 1 hour or are permanent, this ability removes the condition for 1 hour, at which time the condition returns.

Resolute: Whenever the samurai is required to make a Fortitude or Will save, he can spend one use of his resolve as an immediate action to roll twice and take the better result. He must decide to use this ability before he rolls the saving throw.

Unstoppable: When the samurai is reduced to fewer than 0 hit points, but not slain, he can spend one use of his resolve as an immediate action to instantly stabilize and remain conscious. He is staggered, but does not fall unconscious and begin dying if he takes a standard action. He does fall unconscious if he takes additional damage from any source.

At 9th level, the samurai can spend his resolve to negate some of his most grievous wounds. After a critical hit is confirmed against him, he can spend one use of his resolve as an immediate action to treat that critical hit as a normal hit. Effects that only trigger on a critical hit do not trigger when the samurai uses this ability.

At 17th level, a samurai can spend uses of his resolve to avoid death. If he has at least two uses of his resolve remaining, he can spend all of the daily uses of his resolve that he has available to him to avoid death. Regardless of the source of the attack that would have killed him, he is left alive, at –1 hit points (or lower if he was already below –1) and stable.

Immunity to Cold

You are immune to cold damage.

Immunity to Electricity

You are immune to electricity damage.

Immunity to Fire

You are immune to fire damage.

Damage Resistance, Acid (30)

You have the specified Damage Resistance against Acid attacks.

+3 Ride while riding your bonded mount. (Ex) (Samurai Ability)

A cavalier does not take an armor check penalty on Ride checks while riding his mount.

Honor in All Things (1/day) (Ex) (Samurai Ability)

At 2nd level, an order of the warrior samurai draws strength from his sense of honor. Whenever the samurai makes a skill check or saving throw, he can call upon his honor as a free action to grant him a +4 morale bonus on the roll. He can use this ability once per day at 2nd level, plus one additional time per day for every four levels beyond 2nd.

Command Giant (Su) (Giant, Rune Ability)

A rune giant gains a +4 racial bonus on the save DC of charm or compulsion effects used against giants.

Runes (DC 29) (Ex) (Giant, Rune Ability)

As a free action, whenever a rune giant uses its spark shower or spell-like abilities, it can cause the runes on its body to flash with light. All creatures within 10 feet of the giant must make a DC Fortitude save or be blinded for 1 round. The saving throw is Charisma-based.

Spark Shower (DC 31) (Su) (Giant, Rune Ability)

As a standard action, a rune giant can cause a shower of sparks to erupt out of one of the runes on its body. These sparks function as a breath weapon (30-ft. cone; 10d6 fire and 10d6 electricity damage; Reflex DC 29 half; usable once every 1d4 rounds). The save DC is Constitution-based.

Warrior's Challenge +4/+2 (2/day) (Ex) (Samurai Ability)

Once per day, a cavalier can challenge a foe to combat. As a swift action, the cavalier chooses one target within sight to challenge. The cavalier's melee attacks deal extra damage whenever the attacks are made against the target of his challenge. This extra damage is equal to the cavalier's level. The cavalier can use this ability once per day at 1st level, plus one additional time per day for every three levels beyond 1st, to a maximum of seven times per day at 19th level. Challenging a foe requires much of the cavalier's concentration. The cavalier takes a –2 penalty to his Armor Class, except against attacks made by the target of his challenge.

The challenge remains in effect until the target is dead or unconscious or until the combat ends. Each cavalier's challenge also includes another effect which is listed in the section describing the cavalier's order.

Addition from Order of the Warrior: Whenever an order of the warrior samurai declares a challenge, he receives damage reduction 2/— against attacks made by the target of his challenge.

Animal Companion Link (Ex) (Samurai Ability)

You can handle the animal companion as a free action, or push it as a move action, even if you doesn't have any ranks in the Handle Animal skill. The link grants a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Knight's Pennon of Battle

This narrow cloth flag is made to attach to the end a knight's lance, though it can be flown from a spear, polearm, or even a staff. It has no effect if not mounted appropriately. A knight's pennon grants different benefits depending on its color and design.

Battle: The red knight's pennon of battle allows its bearer to benefit from heroism once per day.

Construction

Requirements Craft Wondrous Item, heroism; Cost 2,250 gp

Mounted Archer (Ex) (Samurai Ability)

At 4th level, the samurai becomes skilled at firing ranged weapons while mounted. A samurai only takes a –2 penalty on attack rolls with ranged weapons while his mount takes a double move. This penalty increases to –4 while his mount is running.

Ring of Truth

Deceptively pleasant looking, a ring of truth bears images of childlike angels and broadly smiling divine creatures holding onto links of a heavy chain. The wearer of this cursed ring is rendered unable to tell a deliberate lie, in either speech or writing. The wearer may simply omit the truth or choose not to communicate, but even then must succeed on a DC 20 Will saving throw to avoid answering a direct question truthfully. The wearer cannot remove the ring unless the magic of the curse is negated.

Creation

Magic Items ring of mind shielding, ring of x-ray vision

Warrior's Skills +2 (Samurai Ability)

An order of the warrior samurai adds Knowledge (history) (Int) and Knowledge (nobility) (Int) to his list of class skills. An order of the warrior samurai can make Knowledge (nobility) checks untrained. If he has ranks in the skill, he receives a bonus on the check equal to 1/2 his samurai level (minimum +1) as long as the check involves the nobles or politics of his land.

Weapon Expertise: Sword, Bastard (Ex) (Samurai Ability)

At 3rd level, a samurai gains an unparalleled expertise with his chosen weapons. At 3rd level, the samurai selects either the katana, longbow, naginata, or wakizashi. The samurai can draw the selected weapon as a free action as if he had the Quick Draw feat. In addition, whenever he threatens a critical hit with the selected weapon, he gains a +2 bonus on the confirmation roll. Finally, his samurai levels stack with any fighter levels he possesses for the purposes of meeting the prerequisite for feats that specifically select his chosen weapon, such as Weapon Specialization.

Note: Making the Samurai count as a Fighter for the purpose of selecting feats based on the specified weapon has only been implemented in a general manner at this point. Samurai levels will count as Fighter levels for all feats, and users should be careful to select only those feats that pertain to the chosen weapon.