TALISLANTA

NAME	ARCHETYPE
Kull	Kharakhan Giant

GENDER	AGE	HEIGHT	WEIGHT	EYES	HAIR
Male	Immortal	15ft	1500	White	Black

KHARAKHAN GIANT

PHYSICAL DESCRIPTION

Grey scarred skin, savage features.

PERSONALITY & BACKGROUND

Gruff at first, friendly later. Kull came into the employ of the Adamant Rasp as a simple mercenary, then grew into his role as a trustworthy noble warrior. In time he became a Legendary Swordsman, and later an Immortal King of his people who secretly resettled the Kharakhan Ruins with the help of the Adamant Rasp.

ATTRIBUTES

STR	DEX	PER	CHA
8	-2	5	-2

CON	SPD	WIL	INT
9	-2	7	2

CR	MR	HIT POINTS
3	-1	63

HIT POINT DAMAGE

SUBDUAL DAMAGE

SPELL PENALTY

OTHER MODIFIERS

+5 to Attrbts but INT, +5 to all rolls

ACTION TABLE

0 OR LESS	MISHAP
1 - 5	FAILURE
6 - 10	PARTIAL
11 - 19	SUCCESS
20+	CRITICAL

SKILLS

SKILL NAME	LEVEL	ATTRIBUTE	RATING
Mounted Combat	20	3	23
Armorer	20	2	22
Weaponer	20	2	22
Rural Background	20	-	20
Streetwise	20	2	22
Ride Behemoth	20	2	22
Ride Ogront	20	2	22
Underworld	20	2	22
Swimming	20	-2	18
Climbing	20	-2	18
Command	7	-2	5
Battle Maul	20	3	23
Giant Sword	20	3	23
Survival	20	9	29
Shield	20	5	25
Giant Long Bow	20	3	23
Giant War Whip	20	3	23
Giant Sauran Battleaxe	20	3	23
Artisan	6	-2	4
Artificer	6	-2	4
Brawling	20	3	23

LANGUAGES

LANGUAGE	LVL	RTG
Low Talislan	10	12
Drakken Glyphs	8	10

SPECIAL ABILITIES

ABILITY	LVL	RTG
Fist DR 6 +STR	6	14
Smell Men @ 50ft	PER	5
Skin = leather armor	1	1
Boon & Fortune (ad to all rolls)	5	5
Unwitch (+1 WIL/night until +10)	10	10
Night Vision	PER	5

MAGIC

ORDER	ORDER	ORDER	ORDER
PHYSICAL COMPONENTS	PHYSICAL COMPONENTS	PHYSICAL COMPONENTS	PHYSICAL COMPONENTS
ADVANTAGES	ADVANTAGES	ADVANTAGES	ADVANTAGES
LIMITATIONS	LIMITATIONS	LIMITATIONS	LIMITATIONS

MODES	LVL	MOD	RTG	MODES	LVL	MOD	RTG	MODES	LVL	MOD	RTG	MODES	LVL	MOD	RTG
ALTER				ALTER				ALTER				ALTER			
ATTACK				ATTACK				ATTACK				ATTACK			
CONJURE				CONJURE				CONJURE				CONJURE			
DEFEND				DEFEND				DEFEND				DEFEND			
HEAL				HEAL				HEAL				HEAL			
ILLUSION				ILLUSION				ILLUSION				ILLUSION			
INFLUENCE				INFLUENCE				INFLUENCE				INFLUENCE			
MOVE				MOVE				MOVE				MOVE			
REVEAL				REVEAL				REVEAL				REVEAL			
SUMMON				SUMMON				SUMMON				SUMMON			
TRANSFORM				TRANSFORM				TRANSFORM				TRANSFORM			
WARD				WARD				WARD				WARD			
ENCHANT				ENCHANT				ENCHANT				ENCHANT			

WEAPONS

TYPE	RANGE	DR	WT	MARK IF MAGIC ITEM
2H Battle Maul (DR +16)	-	32	50	☑
Giant 2H Warwhip (DR +20)	-	40	20	☑
Giant Weirded Sauran Waraxe		20	60	☑
Giant Long Bow Conjures Arrows	400ft	10	10	☑
Giant Red Iron Sword (Skill +20)	-	16	25	☑
				☐
				☐
				☐
				☐
				☐
				☐
				☐

ARMOR

TYPE	PR	WT	
Weirded Black Adamant Giant Shield	120	40	☑
Weirded Red Iron Partial Plate	12	50	☑
			☐
			☐
			☐

EXPERIENCE POINTS

TOTAL POINTS EARNED	UNSPENT POINTS
2500	0

GEAR

Leather Loincloth, Sandals Shoulder Pack	☐
Leather Belt & weapon sheaths	☐
Healing Torc(+20 hp/round)	☑
Behemoth hide furred Cloak	☐
Artisan Tools in pouches on belt	☐
Large Leather Pouch (Conjure 50pds of meat, 3x/day)	☑
	☐
	☐
	☐
	☐
	☐
	☐
Hidden Giant Town in Kharakhan Ruins	☐
w/Illusion of Vacancy Lvl 30	☐
w/Conjured Food & Water	☐
	☐
	☐
	☐
	☐
	☐
	☐
	☐
	☐
	☐

MOUNT

TYPE Ogriphant

NAME Pig

STR	10	PER	-1	CR	6
DEX	-8	CHA	0	MR	6
CON	7	WIL	3	HIT POINTS	67
SPD	-2	INT	-7		

SPECIAL ABILITIES/NOTES

Prehensile Trunk

ATTACKS

Tusk DR 20, Trample DR 30

ARMOR

PR 2 Hide

MONEY

GOLD LUMENS 300	QUAN EMPERORS
SILVER PIECES	AAMANIAN COPPERS
COPPER PIECES	IMRIAN BRASS RINGS
CYMRILIAN PENTACLES	OCEANIAN RADIANTS
DRACARTAN PYRAMIDS	L'HAAN ADAMANTS
ZANDIR CRESCENTS	ANTIQUE COINS
PRECIOUS GEMS	
TOTAL IN LUMENS	