Large and in Charge

+2 Str

Size: Huge\*

40 ft movement speed

+1 (+1/8 levels) to Athletics

Bonus feats: Slow and Steady, Towering, Wake

KOM Str, KDM Con

12 HP/level, 4 skills

Good Base Attack Bonus, Good Fortitude save, Poor Reflex save, Good Will save

\*A creature with the Large and in Charge race occupies a 10 ft by 10 ft square at 1st circle, a 15 ft by 15 ft square at 4th circle, and a 20 ft by 20 ft square at 7th circle.

1st Circle - Exposed to Radiation EX: You gain two natural attacks. These attacks can be either melee or ranged, and possesses [Brutal] and any other two properties of your choice, except for [Arcane], [Barbed], [Hold-out], and [Quick-draw]. Additionally, you gain one of the following abilities (this choice is permanent):

Big Swings EX: Once per [Encounter], plus one additional use per 4 levels, a melee attack you make can be made out to [Close] range.

 So Fisticated EX: All of your natural attacks (including your Unarmed Strike) gain the [Brutal] property. If your natural weapon already has [Brutal 3], you may choose any one weapon property to add to it, except for [Arcane], [Barbed], [Hold-out], and [Quick-draw].

2nd Circle – War Stomp EX: You add the number of circles you have in this track as a bonus to damage on attacks made with your natural attacks. As a swift action or as a part of a move action, you may choose to step on a single creature that is large or smaller within [Melee] range and deal your character level in damage to that creature. Any creature that is stepped on falls [Prone]. A successful Reflex save (DC 10 + ½ character level + Key Offensive Modifier) negates the [Prone] condition. This is a [Ground] effect. At 5th circle, War Stomp is no longer a [Ground] effect, and any creature on the ground that is damaged by it must spend a swift action to unbury themselves from the ground in order to move.

3rd Circle – Long Arm of Wrath EX: You gain a 5 ft bonus per circle of this track you possess to your [Melee] and [Close], and a 10 ft bonus to your [Medium], [Long], and [Extreme] range.

4th Circle - Iron Hide EX: You gain [Lesser resistance] to physical damage and [Fast healing] equal to your KDM.

5th Circle - Giant Growth EX: Twice per [Round], when you move into and out of a square, all opponents within your [Melee] range when you were in that square take damage equal to your character level + your KOM and are [Knocked down]. A Fortitude save (DC 10 + ½ your level + your KOM) negates the [Knocked down] condition.

6th Circle - Steel Skin EX: You gain [Lesser resistance] to energy and magic damage and [Immunity] to [Battered]. Additionally, the [Fast healing] you gained at 4th circle increases to your character level, and your [Lesser resistance] to physical damage increases to [Resistance] to physical damage.

7th Circle - King of the Monsters EX: Whenever you hit a creature with an attack using a natural attack, if it's the first time you've hit that creature with an attack using a natural attack this [Round], that creature falls [Prone]. A successful Reflex save (DC 10 + ½ character level + Key Offensive Modifier) negates the [Prone] condition. Additionally, once per [Round] and a total of twice per [Encounter] as a swift action or part of a move action, you can deal damage equal to three times your level to all opponents in your [Melee] range, damage equal to twice your level to all opponents in your [Close] range, and damage equal to your level to all opponents in your [Medium] range. This damage is not cumulative. Creatures damaged by this ability fall [Prone].

Passes:

gkathellar

Valixes

afroakuma

Nohwl

Geigan