

NPC

Chaotic Evil
ALIGNMENT
Low-Light, Normal
VISION
0
POINTS

SUBDUAL DAMAGE						DAMAGE REDUCTION		SPEED		
						3/-		Walk 40'		
+ 0	+ 0	+ 1	+ 0	+ 0	+ 0		0	+0	0	
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	ARCANE SPELL DEFLECT	ARMOR CHECK	SPELL RESISTANCE	

SKILLS						MAX RANKS	21/10.5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER		
Craft (Shipmaking)	INT	8	= 1	+ 7.0	+		
Craft (Woodworking)	INT	19	= 1	+ 18.0	+		
✓ Forgery	INT	3	= 1	+ 2.0	+		
✓ Jump	STR	26	= 6	+ 18.0	+	2	
Perform (String Instruments)	CHA	8	= 1	+ 7.5	+		
✓ Search	INT	6	= 1	+ 4.0	+	1	
Speak Language		11	= 0	+ 11.0	+		
✓ Survival	WIS	20	= 4	+ 16.0	+		
Tumble	DEX	11	= 1	+ 8.0	+	2	
						=	+
						+	

✓ : can be used untrained. X : exclusive skills

SPECIAL ABILITIES

Trap Sense (Ex) +6

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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The Barbarian temporarily gains +4 to Strength, +4 to Constitution, and +2 morale bonus on Will saves, but suffers a -2 penalty to AC. At the end of the rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. At the end of the rage, the barbarian is fatigued (-2 to Strength, -2 to Dexterity, can't charge or run) for the duration of that encounter (unless the barbarian is 20th level, when this limitation no longer applies). The barbarian can only fly into a rage once per encounter, and only a certain number of times per day (determined by level). Entering a rage takes no time itself, but the barbarian can only do it during his action.

Power Attack	See Text
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Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shield (Heavy), Shield (Light), Shortbow, Shortspur, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Spiked Armor, Spiked Shield (Heavy), Spiked Shield (Light), Sword (Bastard/Martial), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven/Martial), Warhammer

Abyssal, Auran, Celestial, Common, Draconic, Elven, Giant, Gnome, Halfing, Ignan, Infernal, Orc, Sylvan, Undercommon