

## NPC

Chaotic Evil
ALIGNMENT
Low-Light, Normal
VISION
0
POINTS

**SPEED**  
Walk 40'

0	+0	0
ARCANE	ARMOR	SPELL

Skill Name		SKILLS				MAX RANKS	21/10.5
		Key Ability	Skill Modifier	Ability Modifier	Ranks	Misc Modifier	
✓	Climb	STR	21	= 5	+ 16.0	+	
	Disable Device	INT	5	= 1	+ 4.0	+	
	Handle Animal	CHA	19	= 4	+ 15.0	+	
✓	Hide	DEX	8	= 4	+ 4.5	+	
✓	Jump	STR	25	= 5	+ 20.0	+	
✓	Listen	WIS	24	= 1	+ 19.0	4	
✓	Ride	DEX	25	= 4	+ 19.0	2	
✓	Sense Motive	WIS	2	= 1	+ 1.0	+	

✓ : can be used untrained. X : exclusive skills

## SPECIAL ABILITIES

+2 racial saving throw bonus against enchantment spells or effects.

An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Bonuses when enraged (STR +6 CON +6 Morale +3 AC -2 HP 54)

## Illiteracy

Immunity to magic sleep effects.

### Indomitable Will (Ex)

Trap Sense (Ex) +6

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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## Uses per day

The Barbarian temporarily gains +4 to Strength, +4 to Constitution, and a +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.

ITEM	LOCATION	QTY	WT	COST
Outfit (Explorer's)	Equipped	1	8.0	0.0

TOTAL WEIGHT CARRIED/VALUE	0.0 lbs	0.0 gp
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Light	153.0	Medium	306.0	Heavy	460.0
Lift over head	460.0	Lift off ground	920.0	Push / Drag	2300.0

Alertness	See Text
Blind-Fight	See Text
Combat Reflexes	See Text
Endurance	See Text
Mounted Combat	See Text
Self Sufficient	See Text
Toughness (1x)	See Text

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, Shortspear, 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

Common, Elven, Orc
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