

NPC

Neutral Evil
ALIGNMENT
Normal
VISION
0
POINTS

SPEED		
Walk 40'		
0 ARCANE	+0 ARMOR	0 SPELL RESISTANCE

		SKILLS				MAX RANKS		22/11
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS		MISC MODIFIER	
✓	Climb	STR	24	= 5	+ 19.0	+		
✓	Gather Information	CHA	4	= 1	+ 1.5	+	2	
	Handle Animal	CHA	11	= 1	+ 10.0	+		
✓	Intimidate	CHA	19	= 1	+ 18.0	+		
✓	Jump	STR	27	= 5	+ 22.0	+		
✓	Listen	WIS	23	= 1	+ 20.0	+	2	
✓	Ride	DEX	10	= 2	+ 6.0	+	2	
✓	Survival	WIS	15	= 1	+ 14.0	+		
✓	Swim	STR	25	= 5	+ 20.0	+		
	Tumble	DEX	4	= 2	+ 0.5	+	2	
					=	+	+	
✓ : can be used untrained. X : exclusive skills								

	TOTAL	BASE ATTACK BONUS		STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER		
MELEE attack bonus	+24/+19/+14/+9	=	+19/+14/+9/+4	+	+5	+	+0	+	
RANGED attack bonus	+21/+16/+11/+6	=	+19/+14/+9/+4	+	+2	+	+0	+	
GRAPPLE attack bonus	+24/+19/+14/+9	=	+19/+14/+9/+4	+	+5	+	+0	+	

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
-------	------	----	--------	-------	---------------

Uses per day

The Barbarian temporarily gains +4 to Strength, +4 to Constitution, and +2 morale bonus on Will saves, but suffers a -2 penalty to AC. A fit of 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
----------------------------	---------	--------

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
Combat Reflexes	See Text
Dodge	See Text
Endurance	See Text
Improved Initiative	See Text
Investigator	See Text
Iron Will	See Text
Run	See Text

Bonuses when enraged (STR +6 CON +6 Morale +3 AC -2 HP 57)

Illiteracy

Indomitable Will (Ex)

Trap Sense (Ex) +6

Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger (Throwing), Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Heavy), 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, Shortsword, Spear, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Spiked Armor, Spiked Shield (Heavy), Spiked Shield (Light), Sword (Bastard/Martial), Sword (Long), Trident, Unarmed Strike, Waraxe (Dwarven/Martial), Warhammer

Common, Gnome
