

NPC

Neutral Good
ALIGNMENT
Normal
VISION
0
POINTS

SKILL NAME		SKILLS				MAX RANKS	11/5.5
		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓	Climb	STR	14	= 5	+ 9.0	+	
	Decipher Script	INT	3	= 1	+ 2.0	+	
	Handle Animal	CHA	12	= 1	+ 11.0	+	
✓	Jump	STR	12	= 5	+ 7.0	+	
✓	Listen	WIS	15	= 4	+ 11.0	+	
✓	Ride	DEX	9	= 1	+ 6.0	2	
✓	Survival	WIS	15	= 4	+ 11.0	+	
✓	Swim	STR	12	= 5	+ 7.0	+	

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	TOTAL		BASE ATTACK BONUS		STAT MODIFIER		SIZE MODIFIER		MISC MODIFIER		TEMP MODIFIER
MELEE attack bonus	+13/+8	=	+8/+3	+	+5	+	+0	+	+0	+	
RANGED attack bonus	+9/+4	=	+8/+3	+	+1	+	+0	+	+0	+	
GRAPPLE attack bonus	+13/+8	=	+8/+3	+	+5	+	+0	+	+0	+	

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.

TOTAL WEIGHT CARRIED/VALUE	0.0 lbs	0.0 gp
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Light	133.0	Medium	266.0	Heavy	400.0
Lift over head	400.0	Lift off ground	800.0	Push / Drag	2000.0

Investigator	See Text
Power Attack	See Text
Quick Draw	See Text
Run	See Text

Trap Sense (Ex) +2

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, Shortspare, 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, Common