

NPC

Neutral Evil
ALIGNMENT
Low-Light, Normal
VISION
0
POINTS

SUBDUAL DAMAGE						DAMAGE REDUCTION		SPEED		
						4/-		Walk 40'		
+ 0	+ 0	+ 4	+ 0	+ 0	+ 0			0	+0	0
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE		ARCANE SPELL	ARMOR CHECK	SPELL RESISTANCE

SKILLS							MAX RANKS	23/11.5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER			
Decipher Script	INT	8	= 1	+ 7.0	+			
Handle Animal	CHA	14	= 1	+ 13.0	+			
✓ Intimidate	CHA	12	= 1	+ 11.0	+			
✓ Jump	STR	29	= 6	+ 23.0	+			
✓ Ride	DEX	28	= 4	+ 22.0	2			
✓ Survival	WIS	25	= 4	+ 19.0	2			
✓ Swim	STR	23	= 6	+ 17.0	+			

_____ = _____ + _____
 ✓ : can be used untrained. X : exclusive skills

SPECIAL ABILITIES	
+2 racial bonus on saving throws against enchantment spells or effects.	
Bonuses when enraged (STR +8 CON +8 Morale +4 AC -2 HP 80)	
Elven Blood	
Illiteracy	
Immunity to sleep spells and similar magical effects.	
Indomitable Will (Ex)	
Mighty Rage (Ex) 6 times/day without fatigue (9 rounds)	
Trap Sense (Ex) +6	

PROFICIENCIES
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, Shortspears, 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

LANGUAGES
Common, Elven, Terran