

NPC

Chaotic Evil
ALIGNMENT
Normal
VISION
0
POINTS

SUBDUAL DAMAGE						DAMAGE REDUCTION		SPEED		
						3/-		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 FAILURE	ARMOR CHECK	SPELL RESISTANCE

SKILL NAME		SKILLS				MAX RANKS	20/10
		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓	Climb	STR	20	=	5	+ 15.0	+
	Handle Animal	CHA	3	=	1	+ 2.0	+
✓	Intimidate	CHA	17	=	1	+ 16.0	+
✓	Jump	STR	24	=	5	+ 19.0	+
✓	Listen	WIS	12	=	1	+ 11.0	+
✓	Ride	DEX	21	=	4	+ 17.0	+
✓	Search	INT	5	=	1	+ 4.0	+
✓	Survival	WIS	18	=	1	+ 17.0	+
✓	Swim	STR	24	=	5	+ 19.0	+

✓ : can be used untrained. X : exclusive skills

SPECIAL ABILITIES

Trap Sense (Ex) +5

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	153.0	Medium	306.0	Heavy	460.0
Lift over head	460.0	Lift off ground	920.0	Push / Drag	2300.0

Combat Reflexes	See Text
Dodge	See Text
Endurance	See Text
Lightning Reflexes	See Text
Mounted Combat	See Text
Run	See Text
Track	See Text