

Raging Witch Slayer CR 11

XP 12,800

Human barbarian 12

N Medium humanoid (human)

Init +10; **Senses** darkvision 60ft, Perception +16

Defense

AC 15, touch 13, flat-footed 12 (+4 armor, +2 Dex, +1 dodge, –2 rage) +3 to AC during surprise rd.

hp 192 (12d12+84)

Fort +13, **Ref** +6, **Will** +8; +5 vs all spells

Defensive Abilities improved uncanny dodge

Offense

Speed 40 ft.

Melee greatclub +16/+11/+6 (1d10+23/×2) +4 to damage vs anyone who can use spells

Ranged mwk composite longbow +14/+9/+4 (1d8+6/×3)

Special Attacks rage powers (clear mind, disruptive, roused anger, spellbreaker, superstition, witch hunter)

Tactics

During Combat The barbarian will attack any wizard to the best of his ability, but if prevented will attack any spell caster (clerics, etc). Power Attack is included in the above stats.

Base Statistics When not raging, the barbarian's statistics are **AC** 16, touch 13, flat-footed 13; **hp** 156;

Fort +14, **Will**+5; **Str** 16, **Con** 14; **CMB** +15; **CMD** 27; **Skills** [Climb](#) +11, [Swim](#) +11.

Statistics

Str 22, **Dex** 14, **Con** 20, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +12; **CMB** +18; **CMD** 30

Feats, [Dodge](#), [Power Attack](#), Toughness, [Vital Strike](#), Improved Initiative, Step Up,

Skills [Climb](#) +21, [Knowledge](#) (nature) +15, Perception +16, [Survival](#) +16, [Swim](#) +21

Languages Common

SQ fast movement

Combat Gear Hide Armor, Bone Club of Raphodus (+2 great club)