

Barbarians Level 01 - 0.5

Barbarian, Human (greatsword/breastplate)

Barbarian, Human (greatsword/breastplate); CR: 1/2; XP: 200; Human barbarian 1 Align: CN; Medium humanoid (Human)

Init: +1; Senses: Perception +5

DEFENSE: AC: 17; TAC: 11; FFAC: 16; HD: 1d12+3+1; **HP: 16; Saves: For: +4, Ref: +1, Will: +1;**

RAGING: DEFENSE: AC: 15; TAC: 9; FFAC: 14; HD: 1d12+5; **HP: 17; Saves: For: +6, Ref: +1, Will: +3;**

OFFENSE: Speed: 40 ft.; **Melee:** greatsword +4 (2d6+4/19-20) or heavy flail +4

(1d10+4/19-20); **Ranged:** sling +2 (1d4+3);

RAGING: OFFENSE: Melee: greatsword +6 (2d6+7/19-20) or heavy flail +6 (1d10+7/19-20)

Special Attacks: rage (6 rounds/day)

Statistics: Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8; **BAB: +1 ; CMB: +4 ; CMD: 15**

RAGING: Statistics: Str 21, Dex 13, Con 18, Int 10, Wis 12, Cha 8; **BAB: +1 ; CMB: +6 ; CMD: 17**

Feats: Cleave, Power Attack

Skills: (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +7, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +3, Knowledge (nature) (Int)(c), Perception (Wis)(c) +5, Ride (Dex)(c), Survival (Wis)(c) +5, and Swim (Str)(c) +7.

RAGING: Skills: (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +9, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +3, Knowledge (nature) (Int)(c), Perception (Wis)(c) +5, Ride (Dex)(c), Survival (Wis)(c) +5, and Swim (Str)(c) +9.

Special Abilities:

Fast Movement (Ex): Speed +10 ft. in medium armor or less

Rage (Ex): A barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a barbarian can rage for a number of rounds per day equal to 4 + her Constitution modifier. At each level after 1st, she can rage for 2 additional rounds.

Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that a barbarian can rage per day. A barbarian can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a barbarian gains a +4 morale bonus to her Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, she takes a –2 penalty to Armor Class. The increase to Constitution grants the barbarian 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A barbarian can end her rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A barbarian cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If a barbarian falls unconscious, her rage immediately ends, placing her in peril of death.

Languages: Common

Special Qualities:

Treasure: NPC Gear (**potion of cure light wounds**, **potion of remove fear**, alchemist's fire, breastplate, greatsword, heavy flail, sling, sling bullets (10)), 5gp

Barbarian, Human (greataxe/breastplate)

Barbarian, Human (greataxe/breastplate); CR: 1/2; XP: 200; Human barbarian 1 Align: CN; Medium humanoid (Human)

Init: +1; Senses: Perception +5

DEFENSE: AC: 17; TAC: 11; FFAC: 16; HD: 1d12+3+1; HP: 16; Saves: For: +4, Ref: +1, Will: +1;

RAGING: DEFENSE: AC: 15; TAC: 9; FFAC: 14; HD: 1d12+5; HP: 17; Saves: For: +6, Ref: +1, Will: +3;

OFFENSE: Speed: 40 ft.; Melee: greataxe +4 (1d12+4/x3) or heavy flail +4 (1d10+4/19-20);

Ranged: sling +2 (1d4+3);

RAGING: OFFENSE: Melee: greataxe +6 (1d12+7/x3) or heavy flail +6 (1d10+7/19-20)

Special Attacks: rage (6 rounds/day)

Statistics: Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8; **BAB: +1 ; CMB: +4 ; CMD: 15**

RAGING: Statistics: Str 21, Dex 13, Con 18, Int 10, Wis 12, Cha 8; **BAB: +1 ; CMB: +6 ; CMD: 17**

Feats: Cleave, Power Attack

Skills: (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +7, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +3, Knowledge (nature) (Int)(c), Perception (Wis)(c) +5, Ride (Dex)(c), Survival (Wis)(c) +5, and Swim (Str)(c) +7.

RAGING: Skills: (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +9, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +3, Knowledge (nature) (Int)(c), Perception (Wis)(c) +5, Ride (Dex)(c), Survival (Wis)(c) +5, and Swim (Str)(c) +9.

Special Abilities:

Fast Movement (Ex): Speed +10 ft. in medium armor or less

Rage (Ex): A barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a barbarian can rage for a number of rounds per day equal to 4 + her Constitution modifier. At each level after 1st, she can rage for 2 additional rounds.

Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that a barbarian can rage per day. A barbarian can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a barbarian gains a +4 morale bonus to her Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, she takes a -2 penalty to Armor Class. The increase to Constitution grants the barbarian 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A barbarian can end her rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A barbarian cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If a barbarian falls unconscious, her rage immediately ends, placing her in peril of death.

Languages: Common

Special Qualities:

Treasure: NPC Gear (**potion of cure light wounds**, **potion of remove fear**, alchemist's fire, breastplate, greatsword, heavy flail, sling, sling bullets (10)), 5gp

Barbarian, Human (greatsword/lamellar)

Barbarian, Human (greatsword/lamellar); CR: 1/2; XP: 200; Human barbarian 1 Align: CN; Medium humanoid (Human)

Init: +1; Senses: Perception +5

DEFENSE: AC: 15; TAC: 11; FFAC: 14; HD: 1d12+3+1; HP: 16; Saves: For: +4, Ref: +1, Will: +1;

RAGING: DEFENSE: AC: 15; TAC: 9; FFAC: 14; HD: 1d12+5; HP: 17; Saves: For: +6, Ref: +1, Will: +3;

OFFENSE: Speed: 40 ft.; Melee: greatsword +4 (2d6+4/19-20) or heavy flail +4 (1d10+4/19-20); Ranged: sling +2 (1d4+3);

RAGING: OFFENSE: Melee: greatsword +6 (2d6+7/19-20) or heavy flail +6 (1d10+7/19-20)

Special Attacks: rage (6 rounds/day)

Statistics: Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8; **BAB:** +1 ; **CMB:** +4 ; **CMD:** 15

RAGING: Statistics: Str 21, Dex 13, Con 18, Int 10, Wis 12, Cha 8; **BAB:** +1 ; **CMB:** +6 ; **CMD:** 17

Feats: Cleave, Power Attack

Skills: (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +7, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +3, Knowledge (nature) (Int)(c), Perception (Wis)(c) +5, Ride (Dex)(c), Survival (Wis)(c) +5, and Swim (Str)(c) +7.

RAGING: Skills: (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +9, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +3, Knowledge (nature) (Int)(c), Perception (Wis)(c) +5, Ride (Dex)(c), Survival (Wis)(c) +5, and Swim (Str)(c) +9.

Special Abilities:

Fast Movement (Ex): Speed +10 ft. in medium armor or less

Rage (Ex): A barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a barbarian can rage for a number of rounds per day equal to 4 + her Constitution modifier. At each level after 1st, she can rage for 2 additional rounds.

Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that a barbarian can rage per day. A barbarian can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a barbarian gains a +4 morale bonus to her Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, she takes a -2 penalty to Armor Class. The increase to Constitution grants the barbarian 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A barbarian can end her rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A barbarian cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If a barbarian falls unconscious, her rage immediately ends, placing her in peril of death.

Languages: Common

Special Qualities:

Treasure: NPC Gear (**potion of cure light wounds**, **potion of remove fear**, alchemist's fire, lamellar, greatsword, heavy flail, sling, sling bullets (10)), 5gp

Barbarian, Human (greataxe/lamellar)

Barbarian, Human (greataxe/lamellar); CR: 1/2; XP: 200; Human barbarian 1 Align: CN; Medium humanoid (Human)

Init: +1; **Senses:** Perception +5

DEFENSE: AC: 15; TAC: 11; FFAC: 14; HD: 1d12+3+1; HP: 16; Saves: For: +4, Ref: +1, Will: +1;

RAGING: DEFENSE: AC: 15; TAC: 9; FFAC: 14; HD: 1d12+5; HP: 17; Saves: For: +6, Ref: +1, Will: +3;

OFFENSE: Speed: 40 ft.; Melee: greataxe +4 (1d12+4/x3) or heavy flail +4 (1d10+4/19-20);

Ranged: sling +2 (1d4+3);

RAGING: OFFENSE: Melee: greataxe +6 (1d12+7/x3) or heavy flail +6 (1d10+7/19-20)

Special Attacks: rage (6 rounds/day)

Statistics: Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8; **BAB:** +1 ; **CMB:** +4 ; **CMD:** 15

RAGING: Statistics: Str 21, Dex 13, Con 18, Int 10, Wis 12, Cha 8; **BAB:** +1 ; **CMB:** +6 ; **CMD:** 17

Feats: Cleave, Power Attack

Skills: (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +7, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +3, Knowledge (nature) (Int)(c), Perception (Wis)(c) +5, Ride (Dex)(c), Survival (Wis)(c) +5, and Swim (Str)(c) +7.

RAGING: Skills: (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +9, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +3, Knowledge (nature) (Int)(c), Perception (Wis)(c) +5, Ride (Dex)(c), Survival (Wis)(c) +5, and Swim (Str)(c) +9.

Special Abilities:

Fast Movement (Ex): Speed +10 ft. in medium armor or less

Languages: Common

Special Qualities:

Treasure: NPC Gear (**potion of cure light wounds**, **potion of remove fear**, alchemist's fire, lamellar, greatsword, heavy flail, sling, sling bullets (10)), 5gp

Barbarian, Human (longbow/lamellar)

Barbarian, Human (longbow/lamellar); CR: 1/2; XP: 200; Human barbarian 1 Align: CN; Medium humanoid (Human)

Init: +1; **Senses:** Perception +5

DEFENSE: AC: 15; **TAC:** 11; **FFAC:** 14; HD: 1d12+3+1; **HP:** 16; **Saves:** For: +4, Ref: +1, Will: +1;

RAGING: **DEFENSE:** AC: 15; **TAC:** 9; **FFAC:** 14; HD: 1d12+5; **HP:** 17; **Saves:** For: +6, Ref: +1, Will: +3;

OFFENSE: **Speed:** 40 ft.; **Melee:** battleaxe +4 (1d8+3/x3); **Ranged:** longbow, composite (+3) +2 (1d8+3);

RAGING: **OFFENSE:** **Melee:** battleaxe +6 (2d6+5/19-20)

Special Attacks: rage (6 rounds/day)

Statistics: Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8; **BAB:** +1 ; **CMB:** +4 ; **CMD:** 15

RAGING: **Statistics:** Str 21, Dex 13, Con 18, Int 10, Wis 12, Cha 8; **BAB:** +1 ; **CMB:** +6 ; **CMD:** 17

Feats: Cleave, Power Attack

Skills: (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +7, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +3, Knowledge (nature) (Int)(c), Perception (Wis)(c) +5, Ride (Dex)(c), Survival (Wis)(c) +5, and Swim (Str)(c) +7.

RAGING: **Skills:** (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +9, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +3, Knowledge (nature) (Int)(c), Perception (Wis)(c) +5, Ride (Dex)(c), Survival (Wis)(c) +5, and Swim (Str)(c) +9.

Special Abilities:

Fast Movement (Ex): Speed +10 ft. in medium armor or less

Rage (Ex): A barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a barbarian can rage for a number of rounds per day equal to 4 + her Constitution modifier. At each level after 1st, she can rage for 2 additional rounds.

Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that a barbarian can rage per day. A barbarian can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a barbarian gains a +4 morale bonus to her Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, she takes a -2 penalty to Armor Class. The increase to Constitution grants the barbarian 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A barbarian can end her rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A barbarian cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If a barbarian falls unconscious, her rage immediately ends, placing her in peril of death.

Languages: Common

Special Qualities:

Treasure: NPC Gear (**potion of cure light wounds**, alchemist's fire, lamellar, battleaxe, composite longbow (+3), arrows (20)), 5gp

Barbarians Level 02 - 1

Barbarian, Human (greatsword/breastplate)

Barbarian, Human (greatsword/breastplate); CR: 1; XP: 400; **Human barbarian 2** Align: CN; Medium humanoid (Human)

Init: +1; **Senses:** Perception +6

DEFENSE: AC: 17 ; TAC: 11 ; FFAC: 16; HD: 2d12+6; HP: 25; Saves: For: +5 , Ref: +1, Will: +1;

Defensive Abilities: uncanny dodge

RAGING: AC: 15 ; TAC: 9 ; FFAC: 14; HD: 2d12+10; HP: 29; Saves: For: +7 , Ref: +1, Will: +3

OFFENSE: Speed: 30 ft. ; Melee: greatsword +5 (2d6+4/19-20) or heavy flail +5

(1d10+4/19-20); Ranged: sling +3 (1d4+3);

RAGING: Melee: greatsword +7 (2d6+7/19-20) or heavy flail +7 (1d10+7/19-20);

Special Attacks: rage (8 rounds/day)

Statistics: Str: 17 ; Dex: 13 ; Con: 14 ; Int: 10 ; Wis: 12 ; Cha: 8 ; BAB: +2 ; CMB: +5 ; CMD: 16

RAGING: Str: 21 ; Dex: 13 ; Con: 18 ; Int: 10 ; Wis: 12 ; Cha: 8 ; BAB: +2 ; CMB: +7 ; CMD: 18

Feats: Cleave, Power Attack

Skills: (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +8, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +4, Knowledge (nature) (Int)(c), Perception (Wis)(c) +6, Ride (Dex)(c), Survival (Wis)(c) +6, and Swim (Str)(c) +8.

RAGING: Skills: (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +10, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +4, Knowledge (nature) (Int)(c), Perception (Wis)(c) +6, Ride (Dex)(c), Survival (Wis)(c) +6, and Swim (Str)(c) +10.

Special Abilities:

Fast Movement (Ex): Speed +10 ft. in medium armor or less

Rage (Ex): A barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a barbarian can rage for a number of rounds per day equal to 4 + her Constitution modifier. At each level after 1st, she can rage for 2 additional rounds.

Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that a barbarian can rage per day. A

barbarian can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a barbarian gains a +4 morale bonus to her Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, she takes a –2 penalty to Armor Class. The increase to Constitution grants the barbarian 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A barbarian can end her rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A barbarian cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If a barbarian falls unconscious, her rage immediately ends, placing her in peril of death.

Surprise Accuracy) (Ex): The barbarian gains a +1 per 4 levels morale bonus on one attack roll per rage. Used as a swift action before the roll to hit is made.

Uncanny Dodge (Ex): At 2nd level, a barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to armor class if immobilized. A barbarian with this ability can still lose her Dexterity bonus to armor class if an opponent successfully uses the feint action against her.

If a barbarian already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

Special Qualities: rage power (surprise accuracy), uncanny dodge

Languages: Common

Organization:

Treasure: Combat Gear: *Potion of cure light wounds*, *potion of remove fear*, alchemist's fire; **Other**

Gear: breastplate, greatsword, heavy flail, sling with 10 bullets, 150gp

Barbarian, Human (greataxe/breastplate)

Barbarian, Human (greataxe/breastplate); CR: 1; XP: 400; **Human barbarian 2** Align: CN; Medium humanoid (Human)

Init: +1; Senses: Perception +6

DEFENSE: AC: 17 ; TAC: 11 ; FFAC: 16; HD: 2d12+6; HP: 25; Saves: For: +5 , Ref: +1, Will: +1;

Defensive Abilities: uncanny dodge

RAGING: AC: 15 ; TAC: 9 ; FFAC: 14; HD: 2d12+10; HP: 29; Saves: For: +7 , Ref: +1, Will: +3

OFFENSE: Speed: 30 ft. ; Melee: greataxe +5 (1d12+4/x3) or heavy flail +5 (1d10+4/19-20);

Ranged: sling +3 (1d4+3);

RAGING: Melee: greataxe +7 (1d12+7/x3) or heavy flail +7 (1d10+7/19-20);

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Statistics: Str: 17 ; Dex: 13 ; Con: 14 ; Int: 10 ; Wis: 12 ; Cha: 8 ; BAB: +2 ; CMB: +5 ; CMD: 16

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Skills: (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +8, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +4, Knowledge (nature) (Int)(c), Perception (Wis)(c) +6, Ride (Dex)(c), Survival (Wis)(c) +6, and Swim (Str)(c) +8.

RAGING: Skills: (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +10, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +4, Knowledge (nature) (Int)(c), Perception (Wis)(c) +6, Ride (Dex)(c), Survival (Wis)(c) +6, and Swim (Str)(c) +10.

Special Abilities:

Fast Movement (Ex): Speed +10 ft. in medium armor or less

Rage (Ex): A barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a barbarian can rage for a number of rounds per day equal to 4 + her Constitution modifier. At each level after 1st, she can rage for 2 additional rounds.

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If a barbarian already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

Special Qualities: rage power (surprise accuracy), uncanny dodge

Languages: Common

Organization:

Treasure: Combat Gear: *Potion of cure light wounds, potion of remove fear*, alchemist's fire; **Other**

Gear: breastplate, greataxe, heavy flail, sling with 10 bullets, 150gp

Barbarian, Human (greatsword/lamellar)

Barbarian, Human (greatsword/lamellar); CR: 1; XP: 400; **Human barbarian 2** Align: CN; Medium humanoid (Human)

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Defensive Abilities: uncanny dodge

RAGING: AC: 13; TAC: 9; FFAC: 12; HD: 2d12+10; HP: 29; Saves: For: +7, Ref: +1, Will: +3

OFFENSE: Speed: 40 ft.; Melee: greatsword +5 (2d6+4/19-20) or heavy flail +5 (1d10+4/19-20); Ranged: sling +3 (1d4+3);

RAGING: Melee: greatsword +7 (2d6+7/19-20) or heavy flail +7 (1d10+7/19-20);

Special Attacks: rage (8 rounds/day)

Statistics: Str: 17; Dex: 13; Con: 14; Int: 10; Wis: 12; Cha: 8; BAB: +2; CMB: +5; CMD: 16

RAGING: Str: 21; Dex: 13; Con: 18; Int: 10; Wis: 12; Cha: 8; BAB: +2; CMB: +7; CMD: 18

Feats: Cleave, Power Attack

Skills: (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +8, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +4, Knowledge (nature) (Int)(c), Perception (Wis)(c) +6, Ride (Dex)(c), Survival (Wis)(c) +6, and Swim (Str)(c) +8.

RAGING: Skills: (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +10, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +4, Knowledge (nature) (Int)(c), Perception (Wis)(c) +6, Ride (Dex)(c), Survival (Wis)(c) +6, and Swim (Str)(c) +10.

Special Abilities:

Fast Movement (Ex): Speed +10 ft. in medium armor or less

Rage (Ex): A barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a barbarian can rage for a number of rounds per day equal to 4 + her Constitution modifier. At each level after 1st, she can rage for 2 additional rounds.

Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that a barbarian can rage per day. A

barbarian can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a barbarian gains a +4 morale bonus to her Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, she takes a –2 penalty to Armor Class. The increase to Constitution grants the barbarian 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A barbarian can end her rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A barbarian cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If a barbarian falls unconscious, her rage immediately ends, placing her in peril of death.

Surprise Accuracy (Ex): The barbarian gains a +1 per 4 levels morale bonus on one attack roll per rage. Used as a swift action before the roll to hit is made.

Uncanny Dodge (Ex): At 2nd level, a barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to armor class if immobilized. A barbarian with this ability can still lose her Dexterity bonus to armor class if an opponent successfully uses the feint action against her.

If a barbarian already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

Special Qualities: rage power (surprise accuracy), uncanny dodge

Languages: Common

Organization:

Treasure: Combat Gear: *Potion of cure light wounds*, *potion of remove fear*, alchemist's fire; **Other**

Gear: lamellar, greatsword, heavy flail, sling with 10 bullets, 250gp

Barbarian, Human (greataxe/lamellar)

Barbarian, Human (greataxe/lamellar); CR: 1; XP: 400; **Human barbarian 2** Align: CN; Medium humanoid (Human)

Init: +1; Senses: Perception +6

DEFENSE: AC: 15; TAC: 11; FFAC: 14; HD: 2d12+6; HP: 25; Saves: For: +5, Ref: +1, Will: +1;
Defensive Abilities: uncanny dodge
RAGING: AC: 13; TAC: 9; FFAC: 12; HD: 2d12+10; HP: 29; Saves: For: +7, Ref: +1, Will: +3
OFFENSE: Speed: 30 ft.; Melee: greataxe +5 (1d12+4/x3) or heavy flail +5 (1d10+4/19-20);
Ranged: sling +3 (1d4+3);
RAGING: Melee: greataxe +7 (1d12+7/x3) or heavy flail +7 (1d10+7/19-20);
Special Attacks: rage (8 rounds/day)
Statistics: Str: 17; Dex: 13; Con: 14; Int: 10; Wis: 12; Cha: 8; BAB: +2; **CMB: +5; CMD: 16**
RAGING: Str: 21; Dex: 13; Con: 18; Int: 10; Wis: 12; Cha: 8; BAB: +2; **CMB: +7; CMD: 18**
Feats: Cleave, Power Attack
Skills: (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +8, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +4, Knowledge (nature) (Int)(c), Perception (Wis)(c) +6, Ride (Dex)(c), Survival (Wis)(c) +6, and Swim (Str)(c) +8.
RAGING: Skills: (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +10, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +4, Knowledge (nature) (Int)(c), Perception (Wis)(c) +6, Ride (Dex)(c), Survival (Wis)(c) +6, and Swim (Str)(c) +10.
Special Abilities:
Fast Movement (Ex): Speed +10 ft. in medium armor or less
Surprise Accuracy (Ex): The barbarian gains a +1 per 4 levels morale bonus on one attack roll per rage. Used as a swift action before the roll to hit is made.
Special Qualities: rage power (surprise accuracy), uncanny dodge
Languages: Common
Organization:
Treasure: Combat Gear: Potion of cure light wounds, potion of remove fear, alchemist's fire;
Other Gear: lamellar, greataxe, heavy flail, sling with 10 bullets, 150gp

Barbarians Level 03 - 2

Barbarian, Human (greatsword/breastplate)

Barbarian, Human (greatsword/breastplate); CR: 2; XP: 600; **Human barbarian 3** Align: CN; Medium humanoid (Human)
Init: +1; Senses: Perception +7
DEFENSE: AC: 17; TAC: 11; FFAC: 16(+6 armor, +1 Dex); HD: 3d12+9; HP: 36; Saves: For: +5, Ref: +2, Will: +2; **Defensive Abilities:** uncanny dodge
RAGING: AC: 15; TAC: 9; FFAC: 14; HD: 3d12+15; HP: 42; Saves: For: +7, Ref: +2, Will: +4
OFFENSE: Speed: 30 ft.; Melee: masterwork greatsword +7 (2d6+4/19-20) or heavy flail +6 (1d10+4/19-20); **Ranged:** sling +4 (1d4+3);
RAGING: Melee: masterwork greatsword +9 (2d6+7/19-20) or heavy flail +8 (1d10+7/19-20);
Special Attacks: rage (10 rounds/day)
Statistics: Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8; BAB: +3; **CMB: +6; CMD: 17**
RAGING: Str 21, Dex 13, Con 18, Int 10, Wis 12, Cha 8; BAB: +3; **CMB: +8; CMD: 19**
Feats: Cleave, Intimidating Prowess, Power Attack
Skills: (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +9, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +8, Knowledge (nature) (Int)(c), Perception (Wis)(c) +7, Ride (Dex)(c), Survival (Wis)(c) +7, and Swim (Str)(c) +9.
RAGING: Skills: (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +11, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +8, Knowledge (nature) (Int)(c), Perception (Wis)(c) +7, Ride (Dex)(c), Survival (Wis)(c) +7, and Swim (Str)(c) +11.
Special Abilities:
Fast Movement (Ex): Speed +10 ft. in medium armor or less
Rage (Ex): A barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a barbarian can rage for a number of rounds per day equal to

4 + her Constitution modifier. At each level after 1st, she can rage for 2 additional rounds. Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that a barbarian can rage per day. A barbarian can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a barbarian gains a +4 morale bonus to her Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, she takes a –2 penalty to Armor Class. The increase to Constitution grants the barbarian 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A barbarian can end her rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A barbarian cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If a barbarian falls unconscious, her rage immediately ends, placing her in peril of death.

Surprise Accuracy (Ex): The barbarian gains a +1 per 4 levels morale bonus on one attack roll per rage. Used as a swift action before the roll to hit is made.

Uncanny Dodge (Ex): At 2nd level, a barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to armor class if immobilized. A barbarian with this ability can still lose her Dexterity bonus to armor class if an opponent successfully uses the feint action against her.

If a barbarian already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

Special Qualities: rage power (surprise accuracy), uncanny dodge, trap sense +1

Languages: Common

Organization:

Treasure: **Combat Gear:** *Potion of cure moderate wounds, potion of lesser restoration, potion of remove fear*; alchemist's fire; **Other Gear:** breastplate, masterwork greatsword, heavy flail, sling with 10 bullets, 250gp

Barbarian, Human (greataxe/breastplate)

Barbarian, Human (greataxe/breastplate); CR: 2; XP: 600; **Human barbarian 3** Align: CN; Medium humanoid (Human)

Init: +1; Senses: Perception +7

DEFENSE: AC: 17 ; TAC: 11 ; FFAC: 16 (+6 armor, +1 Dex); HD: 3d12+9; HP: 36; Saves: For: +5 , Ref: +2, Will: +2; **Defensive Abilities:** uncanny dodge

RAGING: AC: 15 ; TAC: 9 ; FFAC: 14; HD: 3d12+15; HP: 42; Saves: For: +7 , Ref: +2, Will: +4

OFFENSE: Speed: 30 ft. ; Melee: masterwork greataxe +7 (1d12+4/x3) or heavy flail +6 (1d10+4/19-20); Ranged: sling +4 (1d4+3);

RAGING: Melee: masterwork greataxe +9 (1d12+7/x3) or heavy flail +8 (1d10+7/19-20);

Special Attacks: rage (10 rounds/day)

Statistics: Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8; BAB: +3; **CMB: +6; CMD: 17**

RAGING: Str 21, Dex 13, Con 18, Int 10, Wis 12, Cha 8; BAB: +3; **CMB: +8; CMD: 19**

Feats: Cleave, Intimidating Prowess, Power Attack

Skills: (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +9, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +8, Knowledge (nature) (Int)(c), Perception (Wis)(c) +7, Ride (Dex)(c), Survival (Wis)(c) +7, and Swim (Str)(c) +9.

RAGING: Skills: (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +11, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +8, Knowledge (nature) (Int)(c), Perception (Wis)(c) +7, Ride (Dex)(c), Survival (Wis)(c) +7, and Swim (Str)(c) +11.

Special Abilities:

Fast Movement (Ex): Speed +10 ft. in medium armor or less

Rage (Ex): A barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a barbarian can rage for a number of rounds per day equal to 4 + her Constitution modifier. At each level after 1st, she can rage for 2 additional rounds. Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that a barbarian can rage per day. A barbarian can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a barbarian gains a +4 morale bonus to her Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, she takes a –2 penalty to Armor Class. The increase to Constitution grants the barbarian 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A barbarian can end her rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A barbarian cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If a barbarian falls unconscious, her rage immediately ends, placing her in peril of death.

Surprise Accuracy) (Ex): The barbarian gains a +1 per 4 levels morale bonus on one attack roll per rage. Used as a swift action before the roll to hit is made.

Uncanny Dodge (Ex): At 2nd level, a barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to armor class if immobilized. A barbarian with this ability can still lose her Dexterity bonus to armor class if an opponent successfully uses the feint action against her.

If a barbarian already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

Special Qualities: rage power (surprise accuracy), uncanny dodge, trap sense +1

Languages: Common

Organization:

Treasure: **Combat Gear:** *Potion of cure moderate wounds, potion of lesser restoration, potion of remove fear*; alchemist's fire; **Other Gear:** breastplate, masterwork greataxe, heavy flail, sling with 10 bullets, 250gp

Barbarian, Human (greatsword/lamellar)

Barbarian, Human (greatsword/lamellar); CR: 2; XP: 600; **Human barbarian 3** Align: CN; Medium humanoid (Human)

Init: +1; **Senses:** Perception +7

DEFENSE: AC: 15; TAC: 11 ; FFAC: 14 (+4 armor, +1 Dex); HD: 3d12+9; HP: 36; Saves: For: +5 , Ref: +2, Will: +2; **Defensive Abilities:** uncanny dodge

RAGING: AC: 13; TAC: 9 ; FFAC: 12; HD: 3d12+15; HP: 42; Saves: For: +7 , Ref: +2, Will: +4

OFFENSE: Speed: 40 ft. ; Melee: masterwork greatsword +7 (2d6+4/19-20) or heavy flail +6 (1d10+4/19-20); Ranged: sling +4 (1d4+3);

RAGING: Melee: masterwork greatsword +9 (2d6+7/19-20) or heavy flail +8 (1d10+7/19-20);

Special Attacks: rage (10 rounds/day)

Statistics: Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8; BAB: +3; CMB: +6; CMD: 17

RAGING: Str 21, Dex 13, Con 18, Int 10, Wis 12, Cha 8; BAB: +3; CMB: +8; CMD: 19

Feats: Cleave, Intimidating Prowess, Power Attack

Skills: (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +9, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +8, Knowledge (nature) (Int)(c), Perception (Wis)(c) +7, Ride (Dex)(c), Survival (Wis)(c) +7, and Swim (Str)(c) +9.

RAGING: Skills: (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +11, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +8, Knowledge (nature) (Int)(c), Perception (Wis)(c) +7, Ride (Dex)(c), Survival (Wis)(c) +7, and Swim (Str)(c) +11.

Special Abilities:

Fast Movement (Ex): Speed +10 ft. in medium armor or less

Rage (Ex): A barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a barbarian can rage for a number of rounds per day equal to 4 + her Constitution modifier. At each level after 1st, she can rage for 2 additional rounds.

Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that a barbarian can rage per day. A barbarian can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a barbarian gains a +4 morale bonus to her Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, she takes a -2 penalty to Armor Class. The increase to Constitution grants the barbarian 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A barbarian can end her rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A barbarian cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If a barbarian falls unconscious, her rage immediately ends, placing her in peril of death.

Surprise Accuracy) (Ex): The barbarian gains a +1 per 4 levels morale bonus on one attack roll per rage. Used as a swift action before the roll to hit is made.

Uncanny Dodge (Ex): At 2nd level, a barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to armor class if immobilized. A barbarian with this ability can still lose her Dexterity bonus to armor class if an opponent successfully uses the feint action against her.

If a barbarian already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

Special Qualities: rage power (surprise accuracy), uncanny dodge, trap sense +1

Languages: Common

Organization:

Treasure: Combat Gear: *Potion of cure moderate wounds, potion of lesser restoration, potion of remove fear*; alchemist's fire; **Other Gear:** lamellar, masterwork greatsword, heavy flail, sling with 10 bullets, 250gp

Barbarian, Human (greataxe/lamellar)

Barbarian, Human (greataxe/lamellar); CR: 2; XP: 600; **Human barbarian 3** Align: CN; Medium humanoid (Human)

Init: +1; Senses: Perception +7

DEFENSE: AC: 15 ; TAC: 11 ; FFAC: 14 (+4 armor, +1 Dex); HD: 3d12+9; HP: 36; Saves: For: +5 , Ref: +2, Will: +2; Defensive Abilities: uncanny dodge

RAGING: AC: 13 ; TAC: 9 ; FFAC: 12; HD: 3d12+15; HP: 42; Saves: For: +7 , Ref: +2, Will: +4

OFFENSE: Speed: 40 ft. ; Melee: masterwork greataxe +7 (1d12+4/x3) or heavy flail +6 (1d10+4/19-20); Ranged: sling +4 (1d4+3);

RAGING: Melee: masterwork greataxe +9 (1d12+7/x3) or heavy flail +8 (1d10+7/19-20);

Special Attacks: rage (10 rounds/day)

Statistics: Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8; BAB: +3; **CMB: +6; CMD: 17**

RAGING: Str 21, Dex 13, Con 18, Int 10, Wis 12, Cha 8; BAB: +3; CMB: +8; CMD: 19

Feats: Cleave, Intimidating Prowess, Power Attack

Skills: (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +9, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +8, Knowledge (nature) (Int)(c), Perception (Wis)(c) +7, Ride (Dex)(c), Survival (Wis)(c) +7, and Swim (Str)(c) +9.

RAGING: Skills: (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +11, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +8, Knowledge (nature) (Int)(c), Perception (Wis)(c) +7, Ride (Dex)(c), Survival (Wis)(c) +7, and Swim (Str)(c) +11.

Special Abilities:

Fast Movement (Ex): Speed +10 ft. in medium armor or less

Rage (Ex): A barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a barbarian can rage for a number of rounds per day equal to 4 + her Constitution modifier. At each level after 1st, she can rage for 2 additional rounds.

Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that a barbarian can rage per day. A barbarian can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a barbarian gains a +4 morale bonus to her Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, she takes a -2 penalty to Armor Class. The increase to Constitution grants the barbarian 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A barbarian can end her rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A barbarian cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If a barbarian falls unconscious, her rage immediately ends, placing her in peril of death.

Surprise Accuracy) (Ex): The barbarian gains a +1 per 4 levels morale bonus on one attack roll per rage. Used as a swift action before the roll to hit is made.

Uncanny Dodge (Ex): At 2nd level, a barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to armor class if immobilized. A barbarian with this ability can still lose her Dexterity bonus to armor class if an opponent successfully uses the feint action against her.

If a barbarian already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

Special Qualities: rage power (surprise accuracy), uncanny dodge, trap sense +1

Languages: Common

Organization:

Treasure: Combat Gear: *Potion of cure moderate wounds, potion of lesser restoration, potion of remove fear, alchemist's fire*; **Other Gear:** **lamellar**, masterwork greataxe, heavy flail, sling with 10 bullets, 250gp

Barbarian, Human (longbow/lamellar)

Barbarian, Human (longbow/lamellar); CR: 2; XP: 600; **Human barbarian 3** Align: CN; Medium humanoid (Human)

Init: +1; **Senses:** Perception +7

DEFENSE: AC: 15 ; TAC: 11 ; FFAC: 14 (+4 armor, +1 Dex); HD: 3d12+9; **HP:** 36; Saves: **For:** +5 , **Ref:** +2, **Will:** +2; **Defensive Abilities:** uncanny dodge

RAGING: AC: 13 ; TAC: 9 ; FFAC: 12; HD: 3d12+15; **HP:** 42; Saves: **For:** +7 , **Ref:** +2, **Will:** +4

OFFENSE: Speed: 40 ft. ; **Melee:** masterwork battleaxe +7 (1d8+3/x3) or heavy flail +6 (1d10+4/19-20); **Ranged:** composite longbow (+3) +4 (1d4+3);

RAGING: Melee: masterwork battleaxe +9 (1d8+5/x3) or heavy flail +8 (1d10+7/19-20);

Special Attacks: rage (10 rounds/day)

Statistics: Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8; BAB: +3; **CMB:** +6; **CMD:** 17

RAGING: Str 21, Dex 13, Con 18, Int 10, Wis 12, Cha 8; BAB: +3; **CMB:** +8; **CMD:** 19

Feats: Cleave, Intimidating Prowess, Power Attack

Skills: (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +9, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +8, Knowledge (nature) (Int)(c), Perception (Wis)(c) +7, Ride (Dex)(c), Survival (Wis)(c) +7, and Swim (Str)(c) +9.

RAGING: Skills: (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +11, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +8, Knowledge (nature) (Int)(c), Perception (Wis)(c) +7, Ride (Dex)(c), Survival (Wis)(c) +7, and Swim (Str)(c) +11.

Special Abilities:

Fast Movement (Ex): Speed +10 ft. in medium armor or less

Rage (Ex): A barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a barbarian can rage for a number of rounds per day equal to 4 + her Constitution modifier. At each level after 1st, she can rage for 2 additional rounds.

Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that a barbarian can rage per day. A

barbarian can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a barbarian gains a +4 morale bonus to her Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, she takes a –2 penalty to Armor Class. The increase to Constitution grants the barbarian 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A barbarian can end her rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A barbarian cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If a barbarian falls unconscious, her rage immediately ends, placing her in peril of death.

Surprise Accuracy) (Ex): The barbarian gains a +1 per 4 levels morale bonus on one attack roll per rage. Used as a swift action before the roll to hit is made.

Uncanny Dodge (Ex): At 2nd level, a barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to armor class if immobilized. A barbarian with this ability can still lose her Dexterity bonus to armor class if an opponent successfully uses the feint action against her.

If a barbarian already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

Special Qualities: rage power (surprise accuracy), uncanny dodge, trap sense +1

Languages: Common

Organization:

Treasure: Combat Gear: *Potion of cure moderate wounds, potion of lesser restoration, potion of remove fear*, alchemist's fire; **Other Gear:** lamellar, masterwork greataxe, heavy flail, sling with 10 bullets, 250gp

Barbarians Level 04 - 3

Barbarian, Human (greatsword/breastplate)

Barbarian, Human (greatsword/breastplate); CR: 3; XP: 800; **Human barbarian 4** Align: CN; Medium humanoid (Human)

Init: +1; **Senses:** Perception +8

DEFENSE: AC: 18; TAC: 11 ; FFAC: 17; HD: 4d12+12; HP: 46; Saves: For: +6, Ref: +2, Will: +2;

Defensive Abilities: uncanny dodge

RAGING: AC: 16; TAC: 9 ; FFAC: 15; HD: 4d12+20; HP: 54; Saves: For: +8, Ref: +2, Will: +4

OFFENSE: Speed: 30 ft. ; Melee: masterwork greatsword +9 (2d6+6/19-20) or heavy flail +8 (1d10+6/19-20); Ranged: sling +5 (1d4+4);

RAGING: Melee: masterwork greatsword +10 (2d6+9/19-20) or heavy flail +9 (1d10+9/19-20);

Special Attacks: rage (12 rounds/day)

Statistics: Str: 18 ; Dex: 13 ; Con: 14 ; Int: 10 ; Wis: 12 ; Cha: 8 ; BAB: +4; **CMB: +8; CMD: 19**

RAGING: Str: 22 ; Dex: 13 ; Con: 18 ; Int: 10 ; Wis: 12 ; Cha: 8 ; BAB: +4; **CMB: +10; CMD: 21**

Feats: Cleave, Intimidating Prowess, Power Attack

Skills: (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +11, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +10, Knowledge (nature) (Int)(c), Perception (Wis)(c) +8, Ride (Dex)(c), Survival (Wis)(c) +8, and Swim (Str)(c) +11.

RAGING: Skills: (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +13, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +12, Knowledge (nature) (Int)(c), Perception (Wis)(c) +8, Ride (Dex)(c), Survival (Wis)(c) +8, and Swim (Str)(c) +13.

Special Abilities:

Fast Movement (Ex): Speed +10 ft. in medium armor or less

Intimidating Glare (Ex): The barbarian can make an Intimidate check against one adjacent foe as a move action. If the barbarian successfully demoralizes her opponent, the foe is shaken for 1d4 rounds + 1 round for every 5 points by which the barbarian's check exceeds the DC.

Surprise Accuracy (Ex): The barbarian gains a +1 per 4 levels morale bonus on one attack roll per rage. Used as a swift action before the roll to hit is made.

Special Qualities: rage power (surprise accuracy, intimidating glare), uncanny dodge, trap sense +1

Languages: Common

Organization:

Treasure: Combat Gear: *Potion of cure moderate wounds (2), potion of lesser restoration, potion of remove fear*, alchemist's fire; **Other Gear: +1 breastplate**, masterwork greatsword, heavy flail, sling with 10 bullets, 250gp

Barbarian, Human (greataxe/breastplate)

Barbarian, Human (greataxe/breastplate); CR: 3; XP: 800; **Human barbarian 4** Align: CN;

Medium humanoid (Human)

Init: +1; Senses: Perception +8

DEFENSE: AC: 18; TAC: 11 ; FFAC: 17; HD: 4d12+12; HP: 46; Saves: For: +6, Ref: +2, Will: +2;

Defensive Abilities: uncanny dodge

RAGING: AC: 16; TAC: 9 ; FFAC: 15; HD: 4d12+20; HP: 54; Saves: For: +8, Ref: +2, Will: +4

OFFENSE: Speed: 30 ft. ; Melee: masterwork greataxe +9 (1d12+6/19-20) or heavy flail +8 (1d10+6/19-20); Ranged: sling +5 (1d4+4);

RAGING: Melee: masterwork greataxe +10 (1d12+9/19-20) or heavy flail +9 (1d10+9/19-20);

Special Attacks: rage (12 rounds/day)

Statistics: Str: 18 ; Dex: 13 ; Con: 14 ; Int: 10 ; Wis: 12 ; Cha: 8 ; BAB: +4; **CMB: +8; CMD: 19**

RAGING: Str: 22 ; Dex: 13 ; Con: 18 ; Int: 10 ; Wis: 12 ; Cha: 8 ; BAB: +4; **CMB: +10; CMD: 21**

Feats: Cleave, Intimidating Prowess, Power Attack

Skills: (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +11, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +10, Knowledge (nature) (Int)(c), Perception (Wis)(c) +8, Ride (Dex)(c), Survival (Wis)(c) +8, and Swim (Str)(c) +11.

RAGING: Skills: (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +13, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +12, Knowledge (nature) (Int)(c), Perception (Wis)(c) +8, Ride (Dex)(c), Survival (Wis)(c) +8, and Swim (Str)(c) +13.

Special Abilities:**Fast Movement (Ex):** Speed +10 ft. in medium armor or less**Intimidating Glare (Ex):** The barbarian can make an Intimidate check against one adjacent foe as a move action. If the barbarian successfully demoralizes her opponent, the foe is shaken for 1d4 rounds + 1 round for every 5 points by which the barbarian's check exceeds the DC.**Surprise Accuracy (Ex):** The barbarian gains a +1 per 4 levels morale bonus on one attack roll per rage. Used as a swift action before the roll to hit is made.**Special Qualities:** rage power (surprise accuracy, intimidating glare), uncanny dodge, trap sense +1
Languages: Common**Organization:****Treasure: Combat Gear:** *Potion of cure moderate wounds (2), potion of lesser restoration, potion of remove fear, alchemist's fire*; **Other Gear: +1 breastplate**, masterwork greataxe, heavy flail, sling with 10 bullets, 250gp**Barbarian, Human (greatsword/lamellar)****Barbarian, Human (greatsword/lamellar);** CR: 3; XP: 800; **Human barbarian 4** Align: CN; Medium humanoid (Human)**Init: +1; Senses:** Perception +8**DEFENSE: AC: 16; TAC: 11; FFAC: 15; HD: 4d12+12; HP: 46; Saves: For: +6, Ref: +2, Will: +2;****Defensive Abilities:** uncanny dodge**RAGING: AC: 14; TAC: 9; FFAC: 13; HD: 4d12+20; HP: 54; Saves: For: +8, Ref: +2, Will: +4****OFFENSE: Speed: 40 ft. ; Melee: masterwork greatsword +9 (2d6+6/19-20) or heavy flail +8 (1d10+6/19-20); Ranged: sling +5 (1d4+4);****RAGING: Melee: masterwork greatsword +10 (2d6+9/19-20) or heavy flail +9 (1d10+9/19-20);****Special Attacks:** rage (12 rounds/day)**Statistics:** Str: 18 ; Dex: 13 ; Con: 14 ; Int: 10 ; Wis: 12 ; Cha: 8 ; BAB: +4; **CMB: +8; CMD: 19****RAGING: Str: 22 ; Dex: 13 ; Con: 18 ; Int: 10 ; Wis: 12 ; Cha: 8 ; BAB: +4; **CMB: +10; CMD: 21******Feats:** Cleave, Intimidating Prowess, Power Attack**Skills:** (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +11, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +10, Knowledge (nature) (Int)(c), Perception (Wis)(c) +8, Ride (Dex)(c), Survival (Wis)(c) +8, and Swim (Str)(c) +11.**RAGING: Skills:** (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +13, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +12, Knowledge (nature) (Int)(c), Perception (Wis)(c) +8, Ride (Dex)(c), Survival (Wis)(c) +8, and Swim (Str)(c) +13.**Special Abilities:****Fast Movement (Ex):** Speed +10 ft. in medium armor or less**Intimidating Glare (Ex):** The barbarian can make an Intimidate check against one adjacent foe as a move action. If the barbarian successfully demoralizes her opponent, the foe is shaken for 1d4 rounds + 1 round for every 5 points by which the barbarian's check exceeds the DC.**Rage (Ex):** A barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a barbarian can rage for a number of rounds per day equal to 4 + her Constitution modifier. At each level after 1st, she can rage for 2 additional rounds.

Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that a barbarian can rage per day. A barbarian can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a barbarian gains a +4 morale bonus to her Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, she takes a -2 penalty to Armor Class. The increase to Constitution grants the barbarian 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A barbarian can end her rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A barbarian cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If a barbarian falls unconscious, her rage immediately ends, placing her in peril of death.

Surprise Accuracy (Ex): The barbarian gains a +1 per 4 levels morale bonus on one attack roll per rage. Used as a swift action before the roll to hit is made.

Uncanny Dodge (Ex): At 2nd level, a barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to armor class if immobilized. A barbarian with this ability can still lose her Dexterity bonus to armor class if an opponent successfully uses the feint action against her.

If a barbarian already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

Special Qualities: rage power (surprise accuracy, intimidating glare), uncanny dodge, trap sense +1

Languages: Common

Organization:

Treasure: **Combat Gear:** *Potion of cure moderate wounds (2), potion of lesser restoration, potion of remove fear, alchemist's fire*; **Other Gear:** **+1 lamellar**, masterwork greatsword, heavy flail, sling with 10 bullets, 250gp

Barbarian, Human (greataxe/lamellar)

Barbarian, Human (greataxe/lamellar); CR: 3; XP: 800; **Human barbarian 4** Align: CN; Medium humanoid (Human)

Init: +1; **Senses:** Perception +8

DEFENSE: AC: 16; TAC: 11; FFAC: 15; HD: 4d12+12; HP: 46; Saves: For: +6, Ref: +2, Will: +2;

Defensive Abilities: uncanny dodge

RAGING: AC: 14; TAC: 9; FFAC: 13; HD: 4d12+20; HP: 54; Saves: For: +8, Ref: +2, Will: +4

OFFENSE: Speed: 40 ft. ; Melee: masterwork greataxe +9 (1d12+6/19-20) or heavy flail +8 (1d10+6/19-20); Ranged: sling +5 (1d4+4);

RAGING: Melee: masterwork greataxe +10 (1d12+9/19-20) or heavy flail +9 (1d10+9/19-20);

Special Attacks: rage (12 rounds/day)

Statistics: Str: 18 ; Dex: 13 ; Con: 14 ; Int: 10 ; Wis: 12 ; Cha: 8 ; BAB: +4; CMB: +8; CMD: 19

RAGING: Str: 22 ; Dex: 13 ; Con: 18 ; Int: 10 ; Wis: 12 ; Cha: 8 ; BAB: +4; CMB: +10; CMD: 21

Feats: Cleave, Intimidating Prowess, Power Attack

Skills: (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +11, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +10, Knowledge (nature) (Int)(c), Perception (Wis)(c) +8, Ride (Dex)(c), Survival (Wis)(c) +8, and Swim (Str)(c) +11.

RAGING: Skills: (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +13, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +12, Knowledge (nature) (Int)(c), Perception (Wis)(c) +8, Ride (Dex)(c), Survival (Wis)(c) +8, and Swim (Str)(c) +13.

Special Abilities:

Fast Movement (Ex): Speed +10 ft. in medium armor or less

Intimidating Glare (Ex): The barbarian can make an Intimidate check against one adjacent foe as a move action. If the barbarian successfully demoralizes her opponent, the foe is shaken for 1d4 rounds + 1 round for every 5 points by which the barbarian's check exceeds the DC.

Rage (Ex): A barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a barbarian can rage for a number of rounds per day equal to 4 + her Constitution modifier. At each level after 1st, she can rage for 2 additional rounds. Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that a barbarian can rage per day. A barbarian can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a barbarian gains a +4 morale bonus to her Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, she takes a -2 penalty to Armor Class. The increase to Constitution grants the barbarian 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A barbarian can end her rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A barbarian cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If a barbarian falls unconscious, her rage immediately ends, placing her in peril of death.

Surprise Accuracy (Ex): The barbarian gains a +1 per 4 levels morale bonus on one attack roll per rage. Used as a swift action before the roll to hit is made.

Uncanny Dodge (Ex): At 2nd level, a barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to armor class if immobilized. A barbarian with this ability can still lose her Dexterity bonus to armor class if an opponent successfully uses the feint action against her.

If a barbarian already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

Special Qualities: rage power (surprise accuracy, intimidating glare), uncanny dodge, trap sense +1

Languages: Common

Organization:

Treasure: **Combat Gear:** *Potion of cure moderate wounds (2), potion of lesser restoration, potion of remove fear*; alchemist's fire; **Other Gear:** **+1 lamellar**, masterwork greataxe, heavy flail, sling with 10 bullets, 250gp

Barbarian, Human (longbow/lamellar)

Barbarian, Human (longbow/lamellar); CR: 3; XP: 800; **Human barbarian 4** Align: CN; Medium humanoid (Human)

Init: +1; **Senses:** Perception +8

DEFENSE: AC: 16; TAC: 11; FFAC: 15; HD: 4d12+12; HP: 46; Saves: For: +6, Ref: +2, Will: +2;

Defensive Abilities: uncanny dodge

RAGING: AC: 14; TAC: 9; FFAC: 13; HD: 4d12+20; HP: 54; Saves: For: +8, Ref: +2, Will: +4

OFFENSE: Speed: 40 ft. ; Melee: masterwork battleaxe +9 (1d8+4/19-20) or heavy flail +8 (1d10+6/19-20); Ranged: composite longbow (+4) +5 (1d8+4);

RAGING: Melee: masterwork battleaxe +10 (1d8+6/19-20) or heavy flail +9 (1d10+9/19-20);

Special Attacks: rage (12 rounds/day)

Statistics: Str: 18 ; Dex: 13 ; Con: 14 ; Int: 10 ; Wis: 12 ; Cha: 8 ; BAB: +4; CMB: +8; CMD: 19

RAGING: Str: 22 ; Dex: 13 ; Con: 18 ; Int: 10 ; Wis: 12 ; Cha: 8 ; BAB: +4; CMB: +10; CMD: 21

Feats: Cleave, Intimidating Prowess, Power Attack

Skills: (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +11, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +10, Knowledge (nature) (Int)(c), Perception (Wis)(c) +8, Ride (Dex)(c), Survival (Wis)(c) +8, and Swim (Str)(c) +11.

RAGING: Skills: (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +13, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +12, Knowledge (nature) (Int)(c), Perception (Wis)(c) +8, Ride (Dex)(c), Survival (Wis)(c) +8, and Swim (Str)(c) +13.

Special Abilities:

Fast Movement (Ex): Speed +10 ft. in medium armor or less

Intimidating Glare (Ex): The barbarian can make an Intimidate check against one adjacent foe as a move action. If the barbarian successfully demoralizes her opponent, the foe is shaken for 1d4 rounds + 1 round for every 5 points by which the barbarian's check exceeds the DC.

Rage (Ex): A barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a barbarian can rage for a number of rounds per day equal to 4 + her Constitution modifier. At each level after 1st, she can rage for 2 additional rounds. Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that a barbarian can rage per day. A barbarian can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a barbarian gains a +4 morale bonus to her Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, she takes a –2 penalty to Armor Class. The increase to Constitution grants the barbarian 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A barbarian can end her rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A barbarian cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If a barbarian falls unconscious, her rage immediately ends, placing her in peril of death.

Surprise Accuracy (Ex): The barbarian gains a +1 per 4 levels morale bonus on one attack roll per rage. Used as a swift action before the roll to hit is made.

Uncanny Dodge (Ex): At 2nd level, a barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to armor class if immobilized. A barbarian with this ability can still lose her Dexterity bonus to armor class if an opponent successfully uses the feint action against her.

If a barbarian already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

Special Qualities: rage power (surprise accuracy, intimidating glare), uncanny dodge, trap sense +1

Languages: Common

Organization:

Treasure: **Combat Gear:** *Potion of cure moderate wounds (2), potion of lesser restoration, potion of remove fear, alchemist's fire*; **Other Gear:** **+1 lamellar**, masterwork battleaxe, heavy flail, composite longbow (+4) with 20 arrows, 250gp

Barbarians Level 05 - 4

Barbarian, Human (greatsword/breastplate)

Barbarian, Human (greatsword/breastplate); CR: 4; XP: 1,200; **Human barbarian 5** Align: CN; Medium humanoid (Human)

Init: +1; **Senses:** Perception +9

DEFENSE: AC: 18; TAC: 11; FFAC: 17; HD: 5d12+15; HP: 57; Saves: For: +7, Ref: +3, Will: +3;

Defensive Abilities: improved uncanny dodge

RAGING: AC: 16; TAC: 9; FFAC: 15; HD: 5d12+25; HP: 67; Saves: For: +9, Ref: +3, Will: +5

OFFENSE: Speed: 30 ft. ; Melee: +1 greatsword +10 (2d6+7/19-20) or heavy flail +9 (1d10+6/19-20); Ranged: sling +6 (1d4+4);

RAGING: Melee: +1 greatsword +11 (2d6+10/19-20) or heavy flail +10 (1d10+9/19-20);

Special Attacks: rage (12 rounds/day)

Statistics: Str: 18; Dex: 13; Con: 14; Int: 10; Wis: 12; Cha: 8; BAB: +5; CMB: +9; CMD: 20

RAGING: Str: 22; Dex: 13; Con: 18; Int: 10; Wis: 12; Cha: 8; BAB: +5; CMB: +11; CMD: 22

Feats: Cleave, Great Cleave, Intimidating Prowess, Power Attack

Skills: (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +12, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +11, Knowledge (nature) (Int)(c), Perception (Wis)(c) +9, Ride (Dex)(c), Survival (Wis)(c) +9, and Swim (Str)(c) +12.

RAGING: Skills: (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +14, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +13, Knowledge (nature) (Int)(c), Perception (Wis)(c) +9, Ride (Dex)(c), Survival (Wis)(c) +9, and Swim (Str)(c) +14.

Special Abilities:

Fast Movement (Ex): Speed +10 ft. in medium armor or less

Improved Uncanny Dodge (Ex): At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking her, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Intimidating Glare (Ex): The barbarian can make an Intimidate check against one adjacent foe as a move action. If the barbarian successfully demoralizes her opponent, the foe is shaken for 1d4 rounds + 1 round for every 5 points by which the barbarian's check exceeds the DC.

Rage (Ex): A barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a barbarian can rage for a number of rounds per day equal to 4 + her Constitution modifier. At each level after 1st, she can rage for 2 additional rounds.

Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that a barbarian can rage per day. A barbarian can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a barbarian gains a +4 morale bonus to her Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, she takes a -2 penalty to Armor Class. The increase to Constitution grants the barbarian 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A barbarian can end her rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A barbarian cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If a barbarian falls unconscious, her rage immediately ends, placing her in peril of death.

Surprise Accuracy (Ex): The barbarian gains a +1 per 4 levels morale bonus on one attack roll per rage. Used as a swift action before the roll to hit is made.

Uncanny Dodge (Ex): At 2nd level, a barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to armor class if immobilized. A barbarian with this ability can still lose her Dexterity bonus to armor class if an opponent successfully uses the feint action against her.

If a barbarian already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

Special Qualities: rage power (surprise accuracy, intimidating glare), improved uncanny dodge, uncanny dodge, trap sense +1

Languages: Common

Organization:

Treasure: Combat Gear: *Potion of cure moderate wounds (2), potion of lesser restoration, potion of remove fear, alchemist's fire*; **Other Gear:** **cloak of resistance +1, +1 breastplate, +1 greatsword, heavy flail, sling with 10 bullets, 250gp**

Barbarian, Human (greataxe/breastplate)

Barbarian, Human (greataxe/breastplate); CR: 4; XP: 1,200; **Human barbarian 5** Align: CN; Medium humanoid (Human)

Init: +1; Senses: Perception +9

DEFENSE: AC: 18; TAC: 11; FFAC: 17; HD: 5d12+15; HP: 57; Saves: For: +7, Ref: +3, Will: +3;

Defensive Abilities: improved uncanny dodge

RAGING: AC: 16; TAC: 9; FFAC: 15; HD: 5d12+25; HP: 67; Saves: For: +9, Ref: +3, Will: +5

OFFENSE: Speed: 30 ft. ; Melee: +1 greataxe +10 (1d12+7/19-20) or heavy flail +9 (1d10+6/19-20); Ranged: sling +6 (1d4+4);

RAGING: Melee: +1 greataxe +11 (1d12+10/19-20) or heavy flail +10 (1d10+9/19-20);

Special Attacks: rage (12 rounds/day)

Statistics: Str: 18 ; Dex: 13 ; Con: 14 ; Int: 10 ; Wis: 12 ; Cha: 8 ; BAB: +5; **CMB:** +9; **CMD:** 20

RAGING: Str: 22 ; Dex: 13 ; Con: 18 ; Int: 10 ; Wis: 12 ; Cha: 8 ; BAB: +5; **CMB:** +11; **CMD:** 22

Feats: Cleave, Great Cleave, Intimidating Prowess, Power Attack

Skills: (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +12, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +11, Knowledge (nature) (Int)(c), Perception (Wis)(c) +9, Ride (Dex)(c), Survival (Wis)(c) +9, and Swim (Str)(c) +12.

RAGING: Skills: (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +14, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +13, Knowledge (nature) (Int)(c), Perception (Wis)(c) +9, Ride (Dex)(c), Survival (Wis)(c) +9, and Swim (Str)(c) +14.

Special Abilities:

Fast Movement (Ex): Speed +10 ft. in medium armor or less

Improved Uncanny Dodge (Ex): At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking her, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Intimidating Glare (Ex): The barbarian can make an Intimidate check against one adjacent foe as a move action. If the barbarian successfully demoralizes her opponent, the foe is shaken for 1d4 rounds + 1 round for every 5 points by which the barbarian's check exceeds the DC.

Rage (Ex): A barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a barbarian can rage for a number of rounds per day equal to 4 + her Constitution modifier. At each level after 1st, she can rage for 2 additional rounds.

Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that a barbarian can rage per day. A barbarian can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a barbarian gains a +4 morale bonus to her Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, she takes a -2 penalty to Armor Class. The increase to Constitution grants the barbarian 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A barbarian can end her rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A barbarian cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If a barbarian falls unconscious, her rage immediately ends, placing her in peril of death.

Surprise Accuracy (Ex): The barbarian gains a +1 per 4 levels morale bonus on one attack roll per rage. Used as a swift action before the roll to hit is made.

Uncanny Dodge (Ex): At 2nd level, a barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to armor class if immobilized. A barbarian with this ability can still lose her Dexterity bonus to armor class if an opponent successfully uses the feint action against her.

If a barbarian already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

Special Qualities: rage power (surprise accuracy, intimidating glare), improved uncanny dodge, uncanny dodge, trap sense +1

Languages: Common

Organization:

Treasure: **Combat Gear:** *Potion of cure moderate wounds (2), potion of lesser restoration, potion of remove fear, alchemist's fire*; **Other Gear:** **cloak of resistance +1, +1 breastplate, +1 greataxe, heavy flail, sling with 10 bullets, 250gp**

Barbarian, Human (greatsword/lamellar)

Barbarian, Human (greatsword/lamellar); CR: 4; XP: 1,200; **Human barbarian 5** Align: CN; Medium humanoid (Human)

Init: +1; **Senses:** Perception +9

DEFENSE: **AC: 16; TAC: 11 ; FFAC: 15;** HD: 5d12+15; **HP: 57;** Saves: **For: +7, Ref: +3, Will: +3;**

Defensive Abilities: improved uncanny dodge

RAGING: **AC: 14; TAC: 9 ; FFAC: 13;** HD: 5d12+25; **HP: 67;** Saves: **For: +9, Ref: +3, Will: +5**

OFFENSE: **Speed: 30 ft. ; Melee: +1 greatsword +10 (2d6+7/19-20) or heavy flail +9**

(1d10+6/19-20); Ranged: sling +6 (1d4+4);

RAGING: Melee: +1 greatsword +11 (2d6+10/19-20) or heavy flail +10 (1d10+9/19-20);

Special Attacks: rage (12 rounds/day)

Statistics: Str: 18 ; Dex: 13 ; Con: 14 ; Int: 10 ; Wis: 12 ; Cha: 8 ; BAB: +5; **CMB: +9; CMD: 20**

RAGING: Str: 22 ; Dex: 13 ; Con: 18 ; Int: 10 ; Wis: 12 ; Cha: 8 ; BAB: +5; **CMB: +11; CMD: 22**

Feats: Cleave, Great Cleave, Intimidating Prowess, Power Attack

Skills: (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +12, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +11, Knowledge (nature) (Int)(c), Perception (Wis)(c) +9, Ride (Dex)(c), Survival (Wis)(c) +9, and Swim (Str)(c) +12.

RAGING: Skills: (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +14, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +13, Knowledge (nature) (Int)(c), Perception (Wis)(c) +9, Ride (Dex)(c), Survival (Wis)(c) +9, and Swim (Str)(c) +14.

Special Abilities:

Fast Movement (Ex): Speed +10 ft. in medium armor or less

Improved Uncanny Dodge (Ex): At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking her, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Intimidating Glare (Ex): The barbarian can make an Intimidate check against one adjacent foe as a move action. If the barbarian successfully demoralizes her opponent, the foe is shaken for 1d4 rounds + 1 round for every 5 points by which the barbarian's check exceeds the DC.

Rage (Ex): A barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a barbarian can rage for a number of rounds per day equal to 4 + her Constitution modifier. At each level after 1st, she can rage for 2 additional rounds.

Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that a barbarian can rage per day. A barbarian can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a barbarian gains a +4 morale bonus to her Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, she takes a -2 penalty to Armor Class. The increase to Constitution grants the barbarian 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A barbarian can end her rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A barbarian cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If a barbarian falls unconscious, her rage immediately ends, placing her in peril of death.

Surprise Accuracy (Ex): The barbarian gains a +1 per 4 levels morale bonus on one attack roll per rage. Used as a swift action before the roll to hit is made.

Uncanny Dodge (Ex): At 2nd level, a barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to armor class if immobilized. A barbarian with this ability can still lose her Dexterity bonus to armor class if an opponent successfully uses the feint action against her.

If a barbarian already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

Special Qualities: rage power (surprise accuracy, intimidating glare), improved uncanny dodge, uncanny dodge, trap sense +1

Languages: Common

Organization:

Treasure: **Combat Gear:** *Potion of cure moderate wounds (2), potion of lesser restoration, potion of remove fear*, alchemist's fire; **Other Gear:** **cloak of resistance +1, +1 lamellar, +1 greatsword, heavy flail, sling with 10 bullets, 250gp**

Barbarian, Human (greataxe/lamellar)

Barbarian, Human (greataxe/lamellar); CR: 4; XP: 1,200; **Human barbarian 5** Align: CN; Medium humanoid (Human)

Init: +1; Senses: Perception +9

DEFENSE: AC: 16; TAC: 11; FFAC: 15; HD: 5d12+15; HP: 57; Saves: For: +7, Ref: +3, Will: +3;

Defensive Abilities: improved uncanny dodge

RAGING: AC: 14; TAC: 9; FFAC: 13; HD: 5d12+25; HP: 67; Saves: For: +9, Ref: +3, Will: +5

OFFENSE: Speed: 30 ft. ; Melee: +1 greataxe +10 (1d12+7/19-20) or heavy flail +9

(1d10+6/19-20); Ranged: sling +6 (1d4+4);

RAGING: Melee: +1 greataxe +11 (1d12+10/19-20) or heavy flail +10 (1d10+9/19-20);

Special Attacks: rage (12 rounds/day)

Statistics: Str: 18 ; Dex: 13 ; Con: 14 ; Int: 10 ; Wis: 12 ; Cha: 8 ; BAB: +5; **CMB: +9; CMD: 20**

RAGING: Str: 22 ; Dex: 13 ; Con: 18 ; Int: 10 ; Wis: 12 ; Cha: 8 ; BAB: +5; **CMB: +11; CMD: 22**

Feats: Cleave, Great Cleave, Intimidating Prowess, Power Attack

Skills: (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +12, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +11, Knowledge (nature) (Int)(c), Perception (Wis)(c) +9, Ride (Dex)(c), Survival (Wis)(c) +9, and Swim (Str)(c) +12.

RAGING: Skills: (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +14, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +13, Knowledge (nature) (Int)(c), Perception (Wis)(c) +9, Ride (Dex)(c), Survival (Wis)(c) +9, and Swim (Str)(c) +14.

Special Abilities:

Fast Movement (Ex): Speed +10 ft. in medium armor or less

Improved Uncanny Dodge (Ex): At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking her, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Intimidating Glare (Ex): The barbarian can make an Intimidate check against one adjacent foe as a move action. If the barbarian successfully demoralizes her opponent, the foe is shaken for 1d4 rounds + 1 round for every 5 points by which the barbarian's check exceeds the DC.

Rage (Ex): A barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a barbarian can rage for a number of rounds per day equal to 4 + her Constitution modifier. At each level after 1st, she can rage for 2 additional rounds.

Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that a barbarian can rage per day. A barbarian can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a barbarian gains a +4 morale bonus to her Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, she takes a -2 penalty to Armor Class. The increase to Constitution grants the barbarian 2 hit points per Hit Dice, but these disappear when the rage ends

and are not lost first like temporary hit points. While in rage, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A barbarian can end her rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A barbarian cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If a barbarian falls unconscious, her rage immediately ends, placing her in peril of death.

Surprise Accuracy (Ex): The barbarian gains a +1 per 4 levels morale bonus on one attack roll per page. Used as a swift action before the roll to hit is made.

Uncanny Dodge (Ex): At 2nd level, a barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to armor class if immobilized. A barbarian with this ability can still lose her Dexterity bonus to armor class if an opponent successfully uses the feint action against her.

If a barbarian already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

Special Qualities: rage power (surprise accuracy, intimidating glare), improved uncanny dodge, uncanny dodge, trap sense +1

Languages: Common

Organization:

Treasure: Combat Gear: *Potion of cure moderate wounds (2), potion of lesser restoration, potion of remove fear*, alchemist's fire; **Other Gear:** **cloak of resistance +1, +1 lamellar**, +1 greataxe, heavy flail, sling with 10 bullets, 250gp

Barbarian, Human (longbow/lamellar)

Barbarian, Human (longbow/lamellar); CR: 4; XP: 1,200; **Human barbarian 5** Align: CN; Medium humanoid (Human)

Init: +1; **Senses:** Perception +9

DEFENSE: AC: 16; TAC: 11; FFAC: 15; HD: 5d12+15; **HP:** 57; Saves: **For:** +7, **Ref:** +3, **Will:** +3;

Defensive Abilities: improved uncanny dodge

RAGING: AC: 14; TAC: 9; FFAC: 13; HD: 5d12+25; **HP:** 67; Saves: **For:** +9, **Ref:** +3, **Will:** +5

OFFENSE: Speed: 30 ft. ; **Melee:** +1 battleaxe +10 (1d8+5/19-20) or heavy flail +9

(1d10+6/19-20); **Ranged:** masterwork composite longbow (+4) +7 (1d8+4);

RAGING: **Melee:** +1 battleaxe +11 (1d8+7/19-20) or heavy flail +10 (1d10+9/19-20);

Special Attacks: rage (12 rounds/day)

Statistics: Str: 18 ; Dex: 13 ; Con: 14 ; Int: 10 ; Wis: 12 ; Cha: 8 ; BAB: +5; **CMB:** +9; **CMD:** 20

RAGING: Str: 22 ; Dex: 13 ; Con: 18 ; Int: 10 ; Wis: 12 ; Cha: 8 ; BAB: +5; **CMB:** +11; **CMD:** 22

Feats: Cleave, Great Cleave, Intimidating Prowess, Power Attack

Skills: (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +12, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +11, Knowledge (nature) (Int)(c), Perception (Wis)(c) +9, Ride (Dex)(c), Survival (Wis)(c) +9, and Swim (Str)(c) +12.

RAGING: Skills: (4 + Int): Acrobatics (Dex)(c), Climb (Str)(c) +14, Craft (Int)(c), Handle Animal (Cha)(c), Intimidate (Cha)(c) +13, Knowledge (nature) (Int)(c), Perception (Wis)(c) +9, Ride (Dex)(c), Survival (Wis)(c) +9, and Swim (Str)(c) +14.

Special Abilities:

Fast Movement (Ex): Speed +10 ft. in medium armor or less

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Special Qualities: rage power (surprise accuracy, intimidating glare), improved uncanny dodge, uncanny dodge, trap sense +1

Languages: Common

Organization:

Treasure: **Combat Gear:** *Potion of cure moderate wounds (2), potion of lesser restoration, potion of remove fear, alchemist's fire*; **Other Gear:** **cloak of resistance +1, +1 lamellar, +1 battleaxe, heavy flail, masterwork composite longbow (+4) with 20 arrows, 250gp**