

CE	MEDIUM	HUMANOID	GIANT
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Perception +18

Languages Common

Skills Acrobatics +18, Athletics +20, Intimidation +20, Stealth +16

Str +6, **Dex** +4, **Con** +4, **Int** +3, **Wis** +3, **Cha** +3

Battle Cry  **Trigger:** Roll Initiative

Effect: Yell a mighty battle cry and Demoralize an observed foe as a free action

Items +1 Striking Corrosive Spear, Dragon Breath potion (young red)


AC 27; **Fort** +21, **Ref** +18, **Will** +15


HP 190


Attack of Opportunity 


Speed 25ft

Melee  +1 striking corrosive spear +19 (thrown 20ft), **Damage** 2d8+9 piercing +1d6 acid

Lunge  Make a melee Strike at 10ft range.

Sudden Charge  (Flourish, Open) Stride twice. If you end your movement within melee reach of at least one enemy, you can make a melee Strike against that enemy.

Intimidating Strike  (Emotion, Fear, Mental) Make a melee Strike. If you hit and deal damage, the target is frightened 1, or frightened 2 on a critical hit.

Shatter Defenses  (Press) Make a melee Strike against a frightened creature. If you hit and deal damage, the target becomes flat-footed until its frightened condition ends. If the target was already flat-footed to you when you damaged it with this Strike, it can't reduce its frightened value below 1 until the start of your next turn.

Corrosive (acid, conjuration, magical) Acid sizzles across the surface of the weapon. When you hit with the weapon, add 1d6 acid damage to the damage dealt. In addition, on a critical hit, the target's armor (if any) takes 3d6 acid damage (before applying Hardness); if the target has a shield raised, the shield takes this damage instead.

A mean and nasty bully, with a face to match, Rukus revels in intimidating his enemies to let their guard down and letting his dogs rip them apart.

His weak arm means that his blows aren't as accurate as would otherwise be the case, but what he lacks in technique he makes up for in attitude.