

## Fultor Spellbreaker

Male dwarf barbarian 13 (hurler)

CG Medium humanoid (dwarf)

**Init** +3; **Senses** darkvision 60 ft.; Perception +17

**Languages** Common, Dwarven

---

### DEFENSE

**AC** 26, touch 23, flat-footed 23 (+12 armor, +1 deflection, +3 Dex); +2 dodge bonus on overrun

**hp** 172 (13 HD)

**Fort** +13, **Ref** +9, **Will** +6; +5 vs. spells, spell-like abilities, and supernatural abilities

**Defensive Abilities** defensive training (+4 dodge bonus to AC vs. giants), improved uncanny dodge, stubborn, superstition +5, trap sense +4; **DR** 3/-; **SR** 18

---

### OFFENSE

**Speed** 20 ft. (4 squares)

**Melee** +4 *furious adamantine dwarven waraxe* +24/+19/+14 (1d10+14/×3) or +4 *furious adamantine dwarven waraxe* +20/+15/+10 (1d10+26/×3) with Power Attack, or +1 *armor spikes* +21/+16/+11 (1d6+8) or +1 *armor spikes* +17/+12/+7 (1d6+16) with Power Attack, or +1 *spiked gauntlet* +21/+16/+11 (1d4+8) or +1 *spiked gauntlet* +17/+12/+7 (1d4+16) with Power Attack

**Ranged** +1 *adaptive composite longbow* +17/+12/+7 (1d8+8/×3)

**Special Attacks** greater rage (31 rounds/day), rage powers (greater guarded life, guarded life, overbearing advance, strength surge +13, superstition +5, witch hunter +4), relentless, trample 1/day (2d8+18, DC 29)

---

### STATISTICS

**Abilities** Str 24 (+7), Dex 16 (+3), Con 16 (+3), Int 10 (+0), Wis 12 (+1), Cha 8 (–1)

**Base Atk** +13; **CMB** +20 (+22 to bull rush, +30 to overrun); **CMD** 34 (36 vs. overrun)

**Feats** Armor Proficiency (heavy), Bulette Charge Style, Bulette Leap, Bulette Rampage, Charge Through, Improved Overrun, Power Attack

**Skills** Climb +18, Intimidate +15, Perception +17, Swim +18; **Armor Check Penalty** –5

**SQ** rock stepper, skilled thrower, weapon familiarity

**Combat Gear** arrows (60), *potions (enlarge person 4)*; **Other Gear** +1 *spiked gauntlet*, +1 *adaptive composite longbow*, +4 *furious adamantine dwarven waraxe*, +5 *tatami-do* with +1 *armor spikes*, *belt of giant strength* +6, *boots of the mastodon*, *cloak of resistance* +2, *ring of protection* +1, tender (83gp)

**Encumbrance** light 346 lb., medium 693 lb., heavy 1,040 lb.; **Weight Carried** 79 lb. (excluding tender)

## While Raging...

---

### DEFENSE

**AC** 23, touch 21, flat-footed 20 (+11 armor, +1 deflection, +3 Dex, –2 rage); +2 dodge bonus on overrun

**hp** 211 (13 HD)

**Fort** +16, **Ref** +9, **Will** +9; +5 vs. spells, spell-like abilities, and supernatural abilities

**Defensive Abilities** defensive training (+4 dodge bonus to AC vs. giants), improved uncanny dodge, stubborn, superstition +5, trap sense +4; **DR** 3/-; **SR** 18

---

### OFFENSE

**Melee** +4 *furious adamantine dwarven waraxe* +29/+24/+19 (1d10+21/×3) or +4 *furious adamantine dwarven waraxe* +25/+20/+15 (1d10+33/×3) with Power Attack, or +1 *armor spikes* +24/+19/+14 (1d6+11) or +1 *armor spikes* +20/+15/+10 (1d6+19) with Power Attack, or



+1 *spiked gauntlet* +24/+19/+14 (1d4+11) or

+1 *spiked gauntlet* +20/+15/+10 (1d4+19) with Power Attack

**Ranged** +1 *adaptive composite longbow* +17/+12/+7 (1d8+11/×3)

---

## STATISTICS

---

**Abilities** Str 30 (+10), Dex 16 (+3), Con 22 (+6), Int 10 (+0), Wis 12 (+1), Cha 8 (–1)

**Base Atk** +13; **CMB** +23 (+25 to bull rush, +33 to overrun); **CMD** 37 (39 vs. overrun)

**Skills** Climb +23, Intimidate +15, Perception +17, Swim +23; **Armor Check Penalty** –3

**Encumbrance** light 532 lb., medium 1,064 lb., heavy 1,600 lb.; **Weight Carried** 62 lb. (excluding tender)

---

## SPECIAL ABILITIES

---

**Defensive Training** You gain a +4 dodge bonus to AC against attacks made by Giants (not included above).

**Greater Guarded Life (Ex)** While raging, if you are reduced below 0 hit points, 2 hit points of lethal damage per barbarian level is converted to nonlethal damage. If you are at negative hit points due to lethal damage, you immediately stabilize.

**Greed** You gain a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals or gemstones (not included above).

**Hatred** You receive a +1 bonus on attack rolls against Humanoid creatures of the Orc and Goblinoid subtypes due to special training against these hated foes (not included above).

**Improved Uncanny Dodge (Ex)** You cannot be caught flat-footed, even if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you. Additionally, you cannot be flanked (denying rogues their sneak attack), but by a character who possesses improved uncanny dodge and is four levels higher than yourself.

**Magic Resistant** You gain spell resistance equal to 5 + your character level. This resistance can be lowered for 1 round as a standard action. You take a –2 penalty on all concentration checks made in relation to arcane spells.

**Overbearing Advance (Ex)** While raging, you inflict damage equal to your Strength bonus whenever you succeed at an overrun combat maneuver.

**Rage (Ex)** You can rage for a number of rounds per day equal to 4 + your Constitution modifier + 2 rounds per barbarian level after 1st. 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 you can rage per day. Entering a rage is 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, you gain a +6 morale bonus to your Strength and Constitution, as well as a +3 morale bonus on Will saves. In addition, you take a –2 penalty to Armor Class. The increase to Constitution grants you 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, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.

**Relentless** You receive a +2 bonus on Combat Maneuver checks made to bull rush or overrun an opponent. This bonus only applies while both you and your opponent are standing on the ground.

**Rock Stepper** You can skillfully negotiate rocky terrain. You ignore difficult terrain created by rubble, broken ground, or steep stairs when you take a 5-foot step.

**Skilled Thrower (Ex)** You are skilled at throwing objects in combat. Increase the range increment of any thrown weapon or object by 10 feet.

**Strength Surge (Ex)** You add your barbarian level on one Strength check or combat maneuver check, or to your Combat Maneuver Defense when an opponent attempts a maneuver against you. This power is used as an immediate action. This power can only be used once per rage.

**Superstition (Ex)** You gain a +2 morale bonus on saving throws made to resist spells, supernatural abilities, and spell-like abilities. This bonus increases by +1 for every 4 barbarian levels you have attained. While raging, you cannot be a willing target of any spell and must make saving throws to resist all spells, even those cast by allies.

**Trap Sense (Ex)** You gain a +4 bonus on Reflex saves made to avoid traps and a +4 dodge bonus to AC against attacks made by traps.

**Weapon Familiarity** You are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word “dwarven” in its name as a martial weapon.

**Witch Hunter (Ex)** While raging, you gain a +1 bonus on damage rolls against creatures possessing spells or spell-like abilities. This damage bonus increases by +1 for every four levels of barbarian you have obtained.