

Ogaro

Male human barbarian 8 (urban barbarian)

NG Medium humanoid

Init +4; **Senses** Perception +12

Languages Common

DEFENSE

AC 24, touch 16, flat-footed 19 (+7 armor, +4 Dex, +1 deflection, +1 dodge, +1 natural); **Mobility**

hp 107 (8 HD)

Fort +9, **Ref** +6, **Will** +3

Defensive Abilities improved uncanny dodge, trap sense +2;

DR 1/–

OFFENSE

Speed 40 ft. (8 squares)

Melee +1 *greatsword* +14/+9 (2d6+8/19-20) or

+1 *greatsword* +11/+6 (2d6+17/19-20) with Power Attack, or

+1 *greatsword* +16/+11 (2d6+11/19-20) with Strength rage, or

+1 *greatsword* +13/+8 (2d6+20/19-20) with Strength rage and Power Attack

Ranged mwk chakram +13 (1d8+5) or

mwk chakram +15 (1d8+5) with Dexterity rage, or

mwk chakram +13 (1d8+7) with Strength rage

Special Attacks controlled rage (21 rounds/day), rage powers (clear mind, greater guarded life 16)

STATISTICS

Abilities Str 20 (+5), Dex 18 (+4), Con 17 (+3), Int 8 (–1), Wis 12 (+1), Cha 8 (–1)

Base Atk +8; **CMB** +13; **CMD** 29

Feats Armor Proficiency (medium^B), Cleave, Dodge, Mobility, Power Attack (–3 attack; +3/+6/+9 damage)

Skills Acrobatics +14 (+23 when jumping), Perception +12, Survival +16; **Armor Check Penalty** –1

Combat Gear *potions* (*bull's strength* 3, *cure light wounds* 10); **Other Gear** +1 *greatsword*, +1 *mithral agile breastplate*, *amulet of natural armor* +1, *belt of physical might* +2 (strength, dexterity), *boots of striding and springing*, *ring of protection* +1, tender (49gp)

SQ crowd control +4, guarded stance +2 (3 rounds), heart of the wilderness +3

Encumbrance light 100 lb., medium 200 lb., heavy 300 lb.; **Weight Carried** 25 lb. 5 oz. (excluding tender)

SPECIAL ABILITIES

Clear Mind (Ex) You may reroll a failed Will save. This power is used as an immediate action after the first save is attempted, but before the results are revealed by the GM. You must take the second result, even if it is worse. This power can only be used once per rage.

Controlled Rage (Ex) You can enter a controlled rage as a free action for 21 rounds each day. The total number of rounds of controlled rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in a controlled rage, you may apply a +4 morale bonus to your Strength, Dexterity, or Constitution. This bonus increases to +6 when you gain greater rage and +8 when you gain mighty rage. You may apply the full bonus to one ability score or may split the bonus between several scores in increments of +2. When using a controlled rage, you gain no bonus on Will saves, take no penalties to AC, and can still use Intelligence-, Dexterity-, and Charisma-based skills. This ability otherwise follows the normal rules for rage. You can end your rage as a free action and you become fatigued afterwards 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.



Crowd Control (Ex) You gain a +1 bonus on attack rolls and a +1 dodge bonus to AC when adjacent to two or more enemies. In addition, your movement is not impeded by crowds, and you gain a bonus equal to $\frac{1}{2}$ your barbarian level on Intimidate checks to influence crowds.

Greater Guarded Life (Ex) While raging, if you are reduced below 0 hit points, 2 hit point 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.

Guarded Stance (Ex) You gain a +2 dodge bonus to your Armor Class against melee attacks for a number of rounds equal to the barbarian's current Constitution modifier (minimum 1). Activating this ability is a move action that does not provoke an attack of opportunity.

Heart of the Wilderness You gain a bonus equal to $\frac{1}{2}$ your character level on Survival checks. You also gain a +5 bonus on Constitution checks to stabilize when dying and add $\frac{1}{2}$ your character level to your Constitution score when determining the negative hit point total necessary to kill you.

Improved Uncanny Dodge (Ex) You retain your Dexterity bonus to AC even if you are caught flat-footed or struck by an invisible attacker. However, you still lose your Dexterity bonus to AC if immobilized. You cannot 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.

Trap Sense (Ex) You receive a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.