

Guinn Black

Male catfolk barbarian 10 (invulnerable rager)

CE Medium humanoid (catfolk)

Init +3; **Senses** low-light vision; Perception +15

Languages Catfolk, Common

DEFENSE

AC 24, touch 15, flat-footed 21 (+8 armor, +1 deflection, +3 Dex, +1 insight, +1 natural)

hp 133 (10 HD)

Fort +12, **Ref** +8, **Will** +5

Defensive Abilities cat's luck, extreme endurance; **DR** 5/-; **DR** 10/lethal; **Resist** cold 2

OFFENSE

Speed 40 ft. (8 squares); 60 ft. while charging, running, or withdrawing

Melee +1 *furious greatsword* +16/+11 (2d6+8/19-20)

+1 *furious greatsword* +13/+8 (2d6+17/19-20) with Power Attack

Ranged +1 *adaptive composite longbow* +14/+9 (1d8+6 plus poison/×3)

Special Attacks rage (25 rounds/day), rage powers (beast totem, greater beast totem, lesser beast totem, sprint, swift foot [+10 ft.])

STATISTICS

Abilities Str 20 (+5), Dex 16 (+3), Con 16 (+3), Int 10 (+0), Wis 10 (+0), Cha 10 (+0)

Base Atk +10; **CMB** +15; **CMD** 30

Feats Catfolk Exemplar (fast sprinter), Extra Rage Power, Power Attack, Raging Vitality, Run

Skills Acrobatics +15 (+20 to jump, +24 with a running start), Disguise +0 (+10 with stalker's mask), Perception +15, Stealth +19, Survival +15; **Armor Check Penalty** -1 (excluding climb and jump);

Racial Bonuses +2 Perception, +2 Stealth, +2 Survival

Combat Gear durable arrows (20), *feather tokens* (bird 3, tree 3), poison (blood root 10), *potions of cure serious wounds* (6); **Other Gear** +1 *adaptive composite longbow*, +1 *furious greatsword*, +2 *expeditious mithral agile breastplate*, *amulet of natural armor* +1, barbarian's kit, *belt of physical might* +2 (strength, constitution), *cloak of resistance* +2, false left eye (as implanted *dusty rose prism ioun stone*), *feather step slippers*, medium tent, *quick runner's shirt*, *stalker's mask*, survival kit, tender (71pp)

SQ fast movement

Encumbrance light 133 lb., medium 266 lb., heavy 400 lb.; **Weight Carried** 93 lb. 14 oz. (excluding tender)

While Raging...

DEFENSE

AC 25, touch 13, flat-footed 22 (+8 armor, +1 deflection, +3 Dex, +1 insight, +4 natural, -2 rage)

hp 163 (10 HD)

Fort +15, **Ref** +8, **Will** +7

OFFENSE

Speed 50 ft. (10 squares); 70 ft. while charging, running, or withdrawing

Melee +1 *furious greatsword* +20/+15 (2d6+13/19-20) or

+1 *furious greatsword* +17/+13 (2d6+22/19-20) with Power Attack, or

2 claws +17 (1d8+7/×3) or

2 claws +14 (1d8+13/×3) with Power Attack

Ranged +1 *adaptive composite longbow* +14/+9 (1d8+8 plus poison/×3)

Special Attacks as above plus pounce

STATISTICS

Abilities Str 24 (+7), Dex 16 (+3), Con 22 (+6), Int 10 (+0), Wis 10 (+0), Cha 10 (+0)



Base Atk +10; **CMB** +17; **CMD** 32

Skills Acrobatics +19 (+24 to jump, +28 with a running start), Perception +15, Stealth not possible, Survival +15; **Armor Check Penalty** –1 (excluding climb and jump); **Racial Bonuses** +2 Perception, +2 Stealth, +2 Survival

Encumbrance light 233 lb., medium 466 lb., heavy 700 lb.; **Weight Carried** as above

SPECIAL ABILITIES

Beast Totem (Su) While raging, you gain a +1 natural armor bonus. This bonus increases by +1 for every four barbarian levels you have obtained.

Cat's Luck (Ex) Once per day when you make a Reflex saving throw, you can roll the saving throw twice and take the better result. You must decide to use this ability before the saving throw is attempted.

Extreme Endurance (Ex) You are inured to hot climate effects as if using endure elements. In addition, you gain 1 point of fire or cold resistance for every three barbarian levels beyond 3rd.

Fast Sprinter (Ex) You gain a 10-foot racial bonus to your speed when using the charge, run, or withdraw actions. If you have the sprinter racial trait, your racial bonus to speed when using the charge, run, or withdraw action increases to a 20-foot bonus.

Greater Beast Totem (Su) While raging, you gain the pounce special ability, allowing you to make a full attack at the end of a charge. In addition, the damage from your claws increases to 1d8 and the claws deal ×3 damage on a critical hit.

Lesser Beast Totem (Su) While raging, you gain two claw attacks. These attacks are considered primary attacks and are made at your full base attack bonus. The claws deal 1d6 points of slashing damage (1d4 if Small) plus your Strength modifier (but see Greater Beast Totem).

Poison Bloodroot—injury; *save* Fort DC 12, *onset* 1 round, *frequency* 1/round for 4 rounds, *effect* 1 Con and 1 Wis and confusion for 1 round, *cure* 1 save.

Rage (Ex) You can enter a rage as a free action for 24 rounds each day. 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 +4 morale bonus to your Strength, a +6 morale bonus to Constitution, and a +2 morale bonus on Will saves. In addition, you take a –2 penalty to Armor Class. The increase to Constitution grants you 3 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 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. Your rage does not end, even if you fall unconscious, provided you still have rounds of rage remaining.

Sprint (Ex) Once per rage, you can use a single full-round run action to move up to 6 times your speed or a single full-round charge action to move up to 3 times your speed.

Sprinter You gain a 10-foot racial bonus to your speed when using the charge, run, or withdraw actions (but see Fast Sprinter).

Swift Foot (Ex) You gain a 10-foot enhancement bonus to your speed while raging.

KIT BREAKDOWN

In addition to your adventuring gear listed above, your kits also contain the following items: backpack, basic maps showing major landmarks, belt pouch, blanket, flint and steel (2), iron pot, mess kit, rope, small utility knife, soap, torches (10), trail rations (5), and waterskins (3).