Werewolf 2HD, Barbarian 4th (Chaotic Evil) **Rex McJarmath** Str 19, Dex 18, Con 16, Int 10, Wis 14, Cha 14 53 +4 +9 5/Silver Hit Points (hp) Grapple Initiative Damage Reduction 50 ft. Spell Fail 0% 0 Speed (Foot) Spell Resistance **Attacks** Critical Weapon **Attacks Damage** Description Two-Handed 1d12+8 Greataxe+2 +11 20 (x3) Natural (primary) Bite +10 1d6+4 20 (x2) esc: Deals lethal damage and does not provoke an attack of opportunity Natural (secondary) 2x Claws 1d4+2 20 (x2) +4 Deals lethal damage and does not provoke an attack of oppor Defense Saves AC Touch / Flat-footed Armor / Shield **Fortitude** Reflex Will 22 14 / 22 +7 +5 +3 Chain Shirt+2 / None Skills **Abilities** Racial Traits: Werewolf Low-light Vision 60', Scent Appraise 0 Balance 2 Alternate Form: Wolf, Hybrid Bluff 2 Damage Reduction 5/silver Climb 2 Concentration 3 Class Features: Barbarian 4th Rage (Ex): • 2x per Day < OO > • +4 STR & CON, -2 AC, +2 Saves vs Will Decipher Script Diplomacy 2 Disable Device · Duration: 8 rounds ast Movement (Ex) 2 Disguise Jncanny Dodge (Ex) Escape Artist 2 Trap Sense (Ex) +1: +1 Reflex vs Traps, +1 AC vs Traps orgery 0 CHARACTER STATUS Gather Information 2 Handle Animal 10 Heal 2 Hide Intimidate 10 Jump 10 Listen 2 Move Silently 2 Open Lock Ride 6 Search 0 Sense Motive 2 Sleight of Hand Speak Language 1 Spellcraft 4 Spot 10 Survival Swim 0 Tumble Jse Magic Device 4 Use Rope Languages Common Money sp gp **Feats** Equipment Track Use Survival skill to track Greataxe, , , , , Wpn Focus: Bite +1 bonus on attack rolls with: Bite Power Attack Trade attack bonus for damage (up to +5) (x2 damage if two-handed) Cleave Extra melee attack after dropping target Great Cleave No limit to Cleave attacks each round Magic Items