

The Volcano

Fatigued Statistics

Init +1; **AC** 20, touch 11; **Ref** +6; **Melee** slam +9 (1d8+4 plus burn); **Str** 17, **Dex** 13; **CMB** +9, **CMD** +20;
Skills Acrobatics +9 (+13 to jump), Stealth +7

Power Attack

Fatigued slam +7 (1d8+10 plus burn)

Normal slam +8 (1d8+12 plus burn)

Raging slam +12 (1d8+17 plus burn)

Large Raging slam +11 (2d6+17 plus burn)

Gear

Potion of Cure Light Wounds – drink this to regain 1d8+1 hit points.

Potion of Heroism – drink this to gain a +2 morale bonus on attack rolls, saves and skill checks for 50 minutes.

Additional Abilities

Trap Sense At 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Tremorsense A creature with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. The ability's range is specified in the creature's descriptive text.

Uncanny Dodge At 2nd level, a barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dexterity bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A barbarian with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.