

## Roka Mangouger

Kobold Barbarian (Beast Totem) 1

CN Small humanoid (reptilian)

**Init** +0; **Senses** darkvision 60 ft.; Perception +6

### Defense

**AC** 13, touch 9, flat-footed 13 (+4 armor, +1 size)

**hp** 16 (1d12+4)

**Fort** +6, **Ref** +0, **Will** +2

**Weakness** light sensitivity

### Offense

**Speed** 40 ft.

**Melee** bite +0 (1d4+3/x2) and  
greatsword +5 (1d10+9/19-20/x2)

**Ranged** sling +2 (1d3+4/x2)

**Special Attacks** dragonmaw, rage

### Statistics

**Str** 18, **Dex** 10, **Con** 19, **Int** 7, **Wis** 10, **Cha** 7

**Base Atk** +1; **CMB** +3; **CMD** 12

**Feats** Power Attack

**Traits** dwarfhater, killer

**Skills** Perception +6, Stealth +6; **Racial Modifiers** +2 Perception

**Languages** Draconic

**SQ** fast movement

**Combat Gear** Wand of cure light wounds; **Other Gear** Chain shirt, Greatsword, Sling

### Special Abilities

**Darkvision (60 feet)** You can see in the dark (black and white vision only).

**Dragonmaw (Black Dragon [Acid]) (1/day)** Bite attack deals additional 1d6 acid damage

**Dwarfhater (Human) (Ex)** +1 to hit and damage a member of a common race

**Fast Movement +10 (Ex)** +10 feet to speed, unless heavily loaded.

**Killer** Add weapon's critical modifier to its critical bonus damage.

**Light Sensitivity (Ex)** Dazzled as long as remain in bright light.

**Power Attack -1/+2** You can subtract from your attack roll to add to your damage.

**Rage (6 rounds/day) (Ex)** +4 Str, +4 Con, +2 to Will saves, -2 to AC when enraged.