

Allisar the Giantess

Female half-orc fighter 6

CN Medium humanoid (human, orc)

Init +2; **Senses** darkvision 60 ft.; Perception +2

Languages Common, Elven, Orc

DEFENSE

AC 27, touch 13, flat-footed 25 (+10 armor, +1 deflection, +2 Dex, +4 shield)

hp 45 (6 HD)

Fort +8, **Ref** +5, **Will** +5; +2 vs. fear

Defensive Abilities bravery +2

OFFENSE

Speed 20 ft. (4 squares); 30 ft. unarmored

Melee +1 *bardiche* +12/+7 (1d10+8/19-20), headbutt +6 (1d4+2), and bite +5 (1d4+4) or

+1 *bardiche* +10/+5 (1d10+14/19-20), headbutt +4 (1d4+4), and bite +3 (1d4+6) with Power Attack, or

+1 *armor spikes/spiked shield* +11/+6 (1d6+5), headbutt +6 (1d4+2), and bite +5 (1d4+4) or

+1 *armor spikes/spiked shield* +9/+4 (1d6+9), headbutt +4 (1d4+4), and bite +3 (1d4+6) with Power Attack

Ranged +1 *orc hornbow* +9/+4 (2d6+5/×3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with bardiche)

Special Attacks weapon training (polearms +1)

STATISTICS

Abilities Str 18 (+4), Dex 14 (+2), Con 14 (+2), Int 12 (+1), Wis 14 (+2), Cha 8 (–1)

Base Atk +6; **CMB** +10 (+12 with polearm); **CMD** 23 (24 to disarm/sunder polearm)

Feats Advanced Armor Training, Combat Reflexes (3 AoO's/round), Cut from the Air^B, Power Attack (–2 attack, +2/+4/+6 damage), Shield Brace^B, Shield Focus^B

Skills Climb +9, Intimidate +1, Survival +9, Swim +9; **Armor Check Penalty** –4; **Racial Bonus** +2 Intimidate

SQ advanced armor training (steel headbutt), armor training 1, toothy, weapon familiarity

Combat Gear durable arrows (60), *potions (enlarge person 10)*; **Other Gear** +1 *bardiche*, +1 *orc hornbow* (+4 strength bonus), +1 *full plate* with +1 *armor spikes*, +1 *heavy darkwood shield* with +1 *shield spikes*, *cloak of resistance +1*, fighter's kit, *ring of protection +1*, tender (9gp)

Encumbrance light 100 lb., medium 200 lb., heavy 300 lb.; **Weight Carried** 129 lb. 10 oz. (excluding tender)

SPECIAL ABILITIES

Armor Training (Ex) When wearing armor, you reduce your armor check penalty by 1 (to a minimum of 0) and increase your armor's maximum Dexterity modifier limit by 1. In addition, your speed is not reduced for wearing medium armor.

Bravery (Ex) You gain a +2 bonus on Will saves against fear effects (included above).

Weapon Familiarity You are proficient with greataxes and falchions and treat any weapon with the word "orc" in its name as a martial weapon.

Weapon Training (Ex) You receive a +1 bonus to attack and damage rolls when using polearms, to any combat maneuver checks made with polearms, and to your Combat Maneuver Defense when defending against disarm and sunder attempts made against polearms.

