

## Garr

Female half-orc bloodrager 4

CN Medium humanoid (human, orc)

**Init** +1; **Senses** darkvision 60 ft.; Perception +7

**Languages** Common, Draconic, Orc

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### OFFENSE

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**AC** 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)

**hp** 41 (4 HD)

**Fort** +7, **Ref** +3, **Will** +2 (+4 during bloodrage)

**Defensive Abilities** blood sanctuary +2, uncanny dodge

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### DEFENSE

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**Speed** 30 ft. (6 squares); 40 ft. without armor

**Melee** +1 *sarissa* +10 (1d8+8/×3), or

+1 *sarissa* +12 (1d8+11/×3) during bloodrage

+1 *sarissa* +8 (1d8+14/×3) with Power Attack, or

+1 *sarissa* +10 (1d8+17/×3) with Power Attack during bloodrage, or

masterwork greataxe +10 (1d12+7/×3), or

masterwork greataxe +12 (1d12+10/×3) during bloodrage

masterwork greataxe +8 (1d12+13/×3) with Power Attack, or

masterwork greataxe +10 (1d12+16/×3) with Power Attack during bloodrage, or

kukri +9 (1d4+5/18-20), or

kukri +11 (1d4+7/18-20) during bloodrage

kukri +7 (1d4+9/18-20) with Power Attack, or

kukri +9 (1d4+11/18-20) with Power Attack during bloodrage

armor spikes +9 (1d6+5), or

armor spikes +11 (1d6+7) during bloodrage

armor spikes +7 (1d6+9) with Power Attack, or

armor spikes +9 (1d6+11) with Power Attack during bloodrage

**Ranged** chakram +5 (1d8+5) or

chakram +5 (1d8+7) while raging

**Space** 5 ft. (10 ft. w/*enlarge person*); **Reach** 5, 10, 15, 20, 30, 40, or 50 ft.

**Special Attacks** bloodrage (12 rounds/day), staggering strike (DC 14), weapon familiarity

**Magus Spells Prepared** (CL 4<sup>th</sup>; Concentration +5)

1<sup>st</sup>-level (2/day) – *enlarge person*, *long arm*<sup>ACG</sup>

**Bloodline** aberrant

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### STATISTICS

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**Abilities** Str 20 (+5), Dex 13 (+1), Con 14 (+2), Int 12 (+1), Wis 10 (+0), Cha 12 (+1)

**Base Atk** +4; **CMB** +9; **CMD** 20

**Feats** Combat Reflexes (2 AoO's/round), Eschew Materials<sup>B</sup>, Power Attack

**Skills** Acrobatics +4, Intimidate +10, Perception +7, Ride +4, Survival +7, Swim +8 (+10 during bloodrage);

**Armor Check Penalty** –4; **Racial Bonuses** +2 Intimidate

**SQ** abnormal reach, fast movement, intimidating, orc blood, sacred tattoo, weapon familiarity

**Combat Gear** alchemist's fire (3), *potions* (*cure light wounds* 4, *enlarge person* 4); **Other Gear** +1 *sarissa*, barbarian's kit, barbed vest, chakram (10), *cloak of the hedge wizard* (transmutation), grooming kit, kukri, masterwork chainmail with armor spikes, masterwork greataxe, tender (50sp)

**Encumbrance** light 133 lb., medium 266 lb., heavy 400 lb.; **Weight Carried** 105 lb. 6 oz. (excluding tender)

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### SPECIAL ABILITIES

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**Abnormal Reach (Su)** Your reach increases by 5 feet during your bloodrage.



**Blood Casting (Su)** You cast spells even while bloodraging. You can also cast these spells defensively and can make concentration checks for these spells while bloodraging. While bloodraging, you can cast and concentrate on only your bloodrager spells; spells from other classes cannot be cast during this state.

**Blood Sanctuary (Su)** You gain a +2 bonus on saving throws against spells that you or an ally casts.

**Bloodrage (Su)** You can bloodrage for a number of rounds per day equal to 4 + his Constitution modifier. At each bloodrager level after 1<sup>st</sup>, you can bloodrage for 2 additional rounds per day. Temporary increases to Constitution (such as those gained from bloodraging or spells like *bear's endurance*) don't increase the total number of rounds that you can bloodrage per day. The total number of rounds of bloodrage per day is renewed after resting for 8 hours, although these hours need not be consecutive. You can enter a bloodrage as a free action. While in a bloodrage, you gain a +4 morale bonus to your Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, you take a –2 penalty to Armor Class. The increase to Constitution grants you 2 hit points per Hit Die, but these disappear when the bloodrage ends and are not lost first like temporary hit points. While bloodraging, 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 bloodrage as a free action. When the bloodrage ends, you're fatigued for a number of rounds equal to twice the number of rounds spent in the bloodrage. You cannot enter a new bloodrage while fatigued or exhausted, but can otherwise enter bloodrage multiple times during a single encounter or combat. If you fall unconscious, your bloodrage immediately ends, placing you in peril of death. Bloodrage counts as the barbarian's rage class feature for the purpose of feat prerequisites, feat abilities, magic item abilities, and spell effects.

**Fast Movement (Ex)** Your land speed is faster than is normal for your race by 10 feet. This benefit applies only when you are wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying your speed due to any armor worn or load carried. This bonus stacks with any other bonuses to your land speed.

**Orc Blood** You count as both a human and an orc for any effect related to race.

**Staggering Strike (Su)** When you confirm a critical hit during a bloodrage, the target must succeed a Fortitude saving throw (DC = 10 + ½ your bloodrager level + your Constitution modifier) or be staggered for 1 round. These effects stack with the Staggering Critical feat. The target must save against each effect individually.

**Uncanny Dodge (Ex)** You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

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

## BARBARIAN'S KIT

This kit includes a backpack, a belt pouch, a blanket, a flint and steel, an iron pot, rope, soap, torches (10), trail rations (5 days), and a waterskin. Together these items cost 9gp and weighs 26 pounds (these figures are reduced from the typical sum of said items due to bulk sale and efficient packing).

## GROOMING KIT

This pouch of toiletries includes a comb, scissors, a nail file, a sponge, a hairbrush, a miniature mirror, soap, a chewing stick, and tooth powder. Together these items cost 1gp and weighs 2 pounds (these figures are reduced from the typical sum of said items due to bulk sale and efficient packing).