

# BARBARIAN (LEVEL 4)

Competitive and brash, Amiri is imposing in armor covered in small trophies from her kills. She speaks little of her past, and only her giant-sized sword gives any hint about her history.

## AMIRI

Female human barbarian 4

CN Medium humanoid (human)

**Init** +2; **Senses** Perception +8

## DEFENSE

**AC** 18, touch 12, flat-footed 16 (+5 armor, +2 Dex, +1 natural)

**hp** 45 (4d12+12)

**Fort** +6, **Ref** +3, **Will** +2; +2 vs. fear, +1 vs. traps

**Defensive Abilities** uncanny dodge

## OFFENSE

**Speed** 30 ft.

**Melee** +1 *Large bastard sword* +7 (2d8+7/19–20)

**Ranged** longbow +6 (1d8/x3)

**Special Attacks** rage (12 rounds/day), rage powers (guarded stance, powerful blow +2)

## STATISTICS

**Str** 18, **Dex** 14, **Con** 14, **Int** 10, **Wis** 12, **Cha** 10

**Base Atk** +4; **CMB** +8; **CMD** 20

**Feats** Cleave, Exotic Weapon Proficiency (bastard sword)\*, Power Attack

**Skills** Climb +9, Handle Animal +5, Intimidate +7, Perception +8, Survival +7, Swim +8; **Armor Check Penalty** –2

**Traits** courageous\*, killer

**Languages** Common

**SQ** fast movement\*, trap sense +1\*

**Combat Gear** *potion of cure light wounds*, *potion of cure moderate wounds*, acid; **Other Gear** +1 *hide armor*, +1 *Large bastard sword*, longbow with 20 arrows, *amulet of natural armor* +1, backpack, bedroll, caltrops, flint and steel, hemp rope (50 ft.), shovel, torches (5), trail rations (4), waterskin, 19 gp

\* The effects of this ability have already been calculated into Amiri's statistics.

## SPECIAL ABILITIES

**Rage** As a free action, Amiri can go into a rage that makes her deadlier, tougher, and dauntless—but easier to hit. When raging, Amiri's stats are **AC** 16; **hp** 52; **Fort** +8, **Will** +4; **Melee** +1 *Large bastard sword* +9 (2d8+10/19–20); **Str** 22, **Con** 18; **CMB** +10; **Skills** Climb +11, Swim +10. She can rage for a total of 6 rounds per day, and can end a rage as a free action. When her rage ends, she loses the 8 hit points, she gained from raging, and if this brings her below 0 hit points she falls unconscious and begins dying. Ending her rage also makes her fatigued (imparting a –2 penalty to her Strength and Dexterity) for 2 rounds

for every round she spent in a rage, and she can't rage while fatigued or exhausted. While raging, she can't use Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride).

**Cleave** As a standard action, Amiri can make a single melee attack.

If she hits, she deals damage normally and makes another attack against a foe that is adjacent to the first and within reach. She can make only one additional attack per round with this feat, and takes a –2 penalty to AC until the start of her next turn.

**Killer** When Amiri confirms a critical hit, she deals an additional amount of damage equal to her weapon's critical modifier (+2 with her +1 *Large bastard sword* or +3 with her longbow). This additional damage is added to the final total and is not multiplied by the critical hit multiple itself.

**Large Bastard Sword** The sword Amiri carries is difficult for her to wield because it was created to be swung by a giant. She takes a –2 penalty on attack rolls with the sword (this is already calculated into her attack bonus). Though a bastard sword can normally be wielded in one hand, Amiri must use two hands because the sword is sized for a Large creature. The sword deals 2d8 points of damage because of its Large size.

**Power Attack** Before attacking, Amiri may choose to take a –2 penalty on all melee attack rolls and combat maneuver checks until her next turn and gains a +6 bonus on melee damage.

**Rage Powers** Amiri gains the benefits of special abilities called rage powers that affect her only while she's raging.

**Guarded Stance:** As a move action that doesn't provoke an attack of opportunity, Amiri can gain a +1 dodge bonus to AC against melee attacks for a number of rounds equal to her current Constitution modifier (typically 4 rounds).

**Powerful Blow:** Once per rage as a swift action before rolling an attack roll, Amiri can gain a +2 bonus on the damage roll if she hits with that attack.

**Uncanny Dodge** Amiri 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 or if an opponent successfully uses the feint action against her.

Amiri never fit into the expected gender roles of her tribe, refusing to be the docile, domestic sort of woman that the Six Bear tribe valued. She competed with the male warriors, and constantly one-upped them. Other tribes began to mock the Six Bears, and the village elders decided Amiri had to die. When the tribe sent her on a suicide mission, Amiri returned with an enormous trophy: a frost giant's sword. Her former comrades laughed, and when she learned she'd been sent out to die, a rage overtook her. In



“Well, you're a big one. I've killed bigger.”

that blind bloodlust she found a strength she'd never known she possessed. When the red mists cleared, the dead members of her hunting party surrounded her. Amiri still knew that kin-killing was a crime she could never live down. She abandoned her people to the cold steppes and tundra and headed toward more civilized lands where she would no longer be bound by tradition. She travels only with those who show her proper respect, and never speaks of the circumstances that forced her to flee her homeland.