

Garr

Female half-orc barbarian 2

CN Medium humanoid (human, orc)

Init +1; **Senses** darkvision 60 ft.; Perception +4

Languages Common, Draconic, Orc

OFFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 20 (2 HD)

Fort +5, **Ref** +1, **Will** +0 (+2 during rage)

Defensive Abilities orc ferocity, uncanny dodge

DEFENSE

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

Melee masterwork greataxe +7 (1d12+6/×3), or
masterwork greataxe +9 (1d12+9/×3) while raging
masterwork greataxe +6 (1d12+9/×3) with Power Attack, or
masterwork greataxe +8 (1d12+12/×3) with Power Attack while raging, or
kukri +6 (1d4+4/18-20), or
kukri +8 (1d4+6/18-20) while raging
kukri +5 (1d4+6/18-20) with Power Attack, or
kukri +7 (1d4+8/18-20) with Power Attack while raging

Ranged chakram +3 (1d8+4), or
chakram +3 (1d8+6) while raging

Special Attacks rage (6 rounds/day), rage powers (no escape), weapon familiarity

STATISTICS

Abilities Str 19 (+4), Dex 13 (+1), Con 14 (+2), Int 12 (+1), Wis 10 (+0), Cha 12 (+1)

Base Atk +2; **CMB** +6; **CMD** 17

Feats Power Attack

Skills Acrobatics +5, Intimidate +8, Knowledge (nature +6), Perception +5, Survival +5, Swim +8; **Armor Check Penalty** -1

SQ fast movement, intimidating, orc blood, weapon familiarity

Combat Gear alchemist's fire (3), *potions (cure light wounds 3, enlarge person 3)*, thunderstone; **Other Gear** barbarian's kit, barbed vest, chakram (10), grooming kit, kukri, masterwork chain shirt, masterwork greataxe, tender (20sp)

Encumbrance light 116 lb., medium 233 lb., heavy 350 lb.; **Weight Carried** 78 lb. 6 oz. (excluding tender)

SPECIAL ABILITIES

Fast Movement (Ex) You gain a +10 ft. bonus to your land speed (included above). You lose this extra speed if in heavy armor or carrying a heavy load.

No Escape (Ex) You can move up to double her normal speed as an immediate action but you can only use this ability when an adjacent foe uses a withdraw action to move away from you. You must end your movement adjacent to the enemy that used the withdraw action. You provoke attacks of opportunity as normal during this movement. This power can only be used once per rage.

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

Orc Ferocity (Ex) Once per day, when you are brought below 0 hit points but not killed, you can fight on for one more round as if disabled. At the end of your next turn, unless brought to above 0 hit points, you immediately fall unconscious and begin dying.

Rage (Ex) You can enter a rage as a free action for 6 rounds each day. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, 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 Dice, but these disappear when the rage ends and are not lost first like temporary hit



points. While in rage, 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 rage as a free action and you become fatigued afterwards for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.

Uncanny Dodge (Ex) You retain your Dexterity bonus to AC even if you are caught flat-footed or struck by an invisible attacker. However, you still lose your Dexterity bonus to AC if immobilized.

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).