

BARBARIAN (LEVEL 1)

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 1

CN Medium humanoid (human)

Init +1; **Senses** Perception +5

DEFENSE

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

hp 15 (1d12+3)

Fort +4, **Ref** +1, **Will** +1; +2 vs. fear

OFFENSE

Speed 30 ft.

Melee Large bastard sword +3 (2d8+6/19–20)

Ranged shortbow +2 (1d6/×3)

Special Attacks rage (6 rounds/day)

STATISTICS

Str 18, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +1; **CMB** +5; **CMD** 16

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

Skills Climb +5, Handle Animal +4, Intimidate +4, Perception +5, Survival +5; **Armor Check Penalty** –3

Traits courageous*, killer

Languages Common

SQ fast movement*

Combat Gear acid; **Other Gear** hide armor, Large bastard sword, shortbow with 20 arrows, backpack, bedroll, caltrops, flint and steel, hemp rope (50 ft.), shovel, torches (5), trail rations (4), waterskin, 14 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** 13; **hp** 17; **Fort** +6, **Will** +3; **Melee** Large bastard sword +5 (2d8+9/19–20); **Str** 22, **Con** 18; **CMB** +7; **Skills** Climb +7. 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 2 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).

Killer When Amiri confirms a critical hit, she deals an additional amount of damage equal to her weapon's critical modifier (+2 with her Large bastard sword or +3 with her shortbow). 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 –1 penalty on all melee attack rolls and combat maneuver checks until her next turn and gains a +3 bonus on melee damage.

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. Instead, she insisted on competing with the male warriors of her tribe, and constantly one-upped them. If another hunter brought back a caribou to feed the tribe, she brought back two. If the man considered the best warrior among them killed four orcs in a raid, she killed six.

Though many were secretly impressed by her prowess, other tribes mocked the Six Bears, and the village elders knew that tradition could not be dishonored in such a manner without grave consequences. Amiri had to die. When the tribe attempted to send her on a suicide mission, however, Amiri refused to fall. Instead, she returned with an enormous trophy: a frost giant's sword. Her former comrades' laughter—how could she possibly expect to wield such a huge blade—and the admission that she'd been sent out to die was too much for Amiri. Rage overtook her, and in 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.

While she was unrepentant for the deaths of the men who preferred to betray her rather than admit her skill, 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 south toward more civilized lands, enjoying the heady rush of finally being free of blind tradition. Since then, she has taken to traveling only with those adventurers and mercenary companies who show her proper respect. She values her oversized sword (even though she can only truly wield it properly when her blood rage takes her), but never speaks of the circumstances that forced her to flee her homeland. Some things are better left unsaid.



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

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



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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.

BARBARIAN (LEVEL 7)

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 7

CN Medium humanoid (human)

Init +2; **Senses** Perception +11

DEFENSE

AC 20, touch 13, flat-footed 18 (+6 armor, +1 deflection, +2 Dex, +1 natural)

hp 75 (7d12+21)

Fort +7, **Ref** +4, **Will** +3; +2 vs. fear, +2 vs. traps

Defensive Abilities improved uncanny dodge; **DR** 1/—

OFFENSE

Speed 30 ft.

Melee +2 *Large bastard sword* +13/+8 (2d8+9/19–20)

Ranged mwk longbow +10/+5 (1d8/×3)

Special Attacks rage (18 rounds/day), rage powers (guarded stance, powerful blow +2, surprise accuracy +2)

STATISTICS

Str 20, **Dex** 14, **Con** 14, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +7; **CMB** +12 (+14 bull rush); **CMD** 25 (27 vs. bull rush)

Feats Cleave, Exotic Weapon Proficiency (bastard sword)*, Improved Bull Rush*, Power Attack, Weapon Focus (Large bastard sword)*

Skills Acrobatics +0 (+5 when jumping), Climb +13, Handle Animal +7, Intimidate +10, Perception +11, Survival +9, Swim +11; **Armor Check Penalty** –2

Traits courageous*, killer

Languages Common

SQ fast movement*, trap sense +2*

Combat Gear *potions of cure serious wounds* (2), *potion of fly*, *potion of lesser restoration*, acid; **Other Gear** +2 *hide armor*, +2 *Large bastard sword*, mwk longbow with 20 arrows, *amulet of natural armor* +1, *belt of giant strength* +2, *ring of protection* +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** 19; **hp** 89; **Fort** +9, **Will** +5; **Melee** +2 *Large bastard sword* +15/+10 (2d8+12/19–20); **Str** 24, **Con** 18; **CMB** +14 (+16 bull rush); **CMD** 27 (29 vs. bull rush); **Skills** Climb +15, Swim +13. She can rage for a total of 18 rounds per day, and can end a rage as a free action. When

her rage ends, she loses the 14 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.

Damage Reduction Subtract 1 point from the damage Amiri takes each time she is dealt damage from a weapon or a natural attack.

Improved 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 Dex bonus to AC if immobilized or if an opponent successfully uses the feint action against her. She also cannot be flanked, and a rogue can't sneak attack her unless the rogue is 11th level or higher.

Killer When Amiri confirms a critical hit, she deals an additional amount of damage equal to her weapon's critical modifier (+2 with her +2 *Large bastard sword* or +3 with her masterwork 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 +2 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.

Surprise Accuracy: Once per rage as a swift action before rolling an attack roll, Amiri can gain a +2 morale bonus on the attack roll.



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Amiri constantly one-upped the male warriors of her tribe. When sent on a suicide mission, she returned with a trophy: a frost giant's sword. A rage overtook her when she learned she'd been sent to die. When the red mists cleared, she found the dead members of her hunting party surrounded her. She abandoned her people and headed toward more civilized lands where she would be no longer bound by tradition, and never speaks of the circumstances that forced her to flee her homeland.