

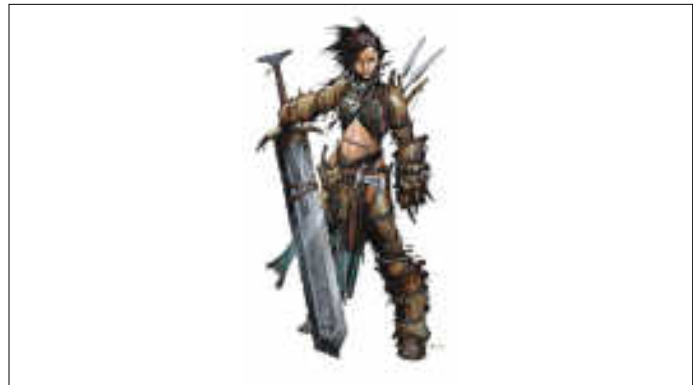
Amiri (1)



Female human barbarian 1 - CR 1/2

Chaotic Neutral Humanoid (Human); Deity: **Gorum**; Age: **19**; Height: **5' 4"**; Weight: **140lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	17	+3	
DEX DEXTERITY	13	+1	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	12	+1	
CHA CHARISMA	8	-1	



Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4 =	+2	+2				
REFLEX (DEXTERITY)	+1 =		+1				
WILL (WISDOM)	+1 =		+1				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 15 =	+4		+1					+5
Touch AC 11	Flat-Footed AC 14							
CM Bonus +4 =	+1	+3						

CM Defense	Total	BAB	Strength	Dexterity	Size
15 = 10		+1	+3	+1	

Base Attack	+1	HP	15
Initiative	+1	Damage / Current HP	
Speed	40 / 30 ft		

Bastard sword

Both hands: **+3, 2d8+4** Crit: 19-20/x2
2-hand, S

Javelin

Main hand: **+0, 1d6+3** Crit: x2
Rng: 30'
Ranged: **+2, 1d6+3** Light, P

Longbow

Ranged, both hands: **+2, 1d8** Crit: x3
Rng: 100'
2-hand, P

Spiked gauntlet

Main hand: **+4, 1d4+3** Crit: x2
Light, P

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (1)	1	
Appraise	+0	INT (0)	-	
Bluff	-1	CHA (-1)	-	
Climb	+4	STR (3)	1	
Diplomacy	-1	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	-2	DEX (1)	-	
Fly	-2	DEX (1)	-	
Heal	+1	WIS (1)	-	
Intimidate	+3	CHA (-1)	1	
Perception	+5	WIS (1)	1	
Ride	-2	DEX (1)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	-2	DEX (1)	-	
Survival	+5	WIS (1)	1	
Swim	+0	STR (3)	-	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Exotic Weapon Proficiency (Bastard sword)
Martial Weapon Proficiency - All
Shield Proficiency
Simple Weapon Proficiency - All
Weapon Focus (Bastard sword)

Special Abilities

Fast Movement +10 (Ex)
Rage (6 rounds/day) (Ex)

Throwing axe

Main hand: **+4, 1d6+3**

Crit: x2

Ranged: **+2, 1d6+3**

Rng: 10'
Light, S

Experience & Wealth

Experience Points: **0/2000**

Current Cash: **20 gp**

Hide armor

+4

Max Dex: +4, Armor Check: -3
Spell Fail: 20%, Medium, Slows

Gear

Total Weight Carried: 50/260 lbs, Light Load

(Light: 86 lbs, Medium: 173 lbs, Heavy: 260 lbs)

Arrows x20	0.15 lbs
Artisan's outfit (Free)	-
Bastard sword	12 lbs
Hide armor	25 lbs
Javelin x2	2 lbs
Longbow	3 lbs
Money	0.4 lbs
Spiked gauntlet	1 lb
Throwing axe	2 lbs

Tracked Resources

Arrows	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Javelin	<input type="checkbox"/> <input type="checkbox"/>
Rage (6 rounds/day) (Ex)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Throwing axe	<input type="checkbox"/>

Languages

Common

Background

Amiri never quite fit into the expected gender roles of her tribe, and when the tribe attempted to send her on a suicide mission, she returned with an enormous trophy—a frost giant's sword. She has since abandoned her people, and has come to value her oversized sword (even though she can only truly wield it properly when her blood rage takes her). She never speaks of the circumstances that forced her to flee her homeland. Some things are better left unsaid.

Sourcebooks Used

(none)

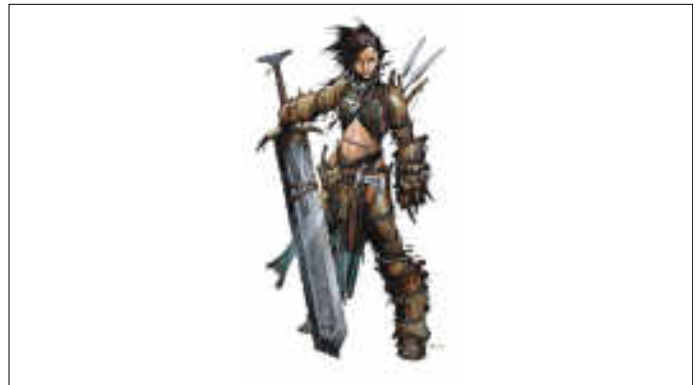
Amiri (10)



Female human barbarian 10 - CR 9

Chaotic Neutral Humanoid (Human); Deity: **Gorum**; Age: **19**; Height: **5' 4"**; Weight: **140lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	19/21	+4/+5	
DEX DEXTERITY	13	+1	
CON CONSTITUTION	14/16	+2/+3	
INT INTELLIGENCE	10	0	
WIS WISDOM	12	+1	
CHA CHARISMA	8	-1	



Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+13 =	+7	+3	+3			
REFLEX (DEXTERITY)	+7 =	+3	+1	+3			
Trap Sense : +3 bonus vs. traps							
WILL (WISDOM)	+7 =	+3	+1	+3			

Damage Reduction (2/-)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 22 =	+6		+1		+2	+3		+12
Touch AC 14	Flat-Footed AC 21							
Trap Sense : +3 bonus vs. traps								

CM Bonus	BAB	Strength	Size	Misc
+15 =	+10	+5	-	-
+17 Bull Rushing				

CM Defense	BAB	Strength	Dexterity	Size
29 = 10	+10	+5	+1	-
31 vs. Bull Rush				

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+10	HP	110
Initiative	+1	Damage / Current HP	
Speed	40 / 30 ft		

+1 composite longbow

Ranged, both hands: **+12/+7, 1d8+1** Crit: x3
Rng: 110'
2-hand, P

+2 bastard sword

Both hands: **+16/+11, 2d8+9** Crit: 17-20/x2
2-hand, S

Javelin

Main hand: **+11/+6, 1d6+5** Crit: x2
Ranged: **+11/+6, 1d6+5** Rng: 30'
Light, P

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+12	DEX (1)	10	
Appraise	+0	INT (0)	-	
Bluff	-1	CHA (-1)	-	
Climb	+16	STR (5)	10	
Diplomacy	-1	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	-1	DEX (1)	-	
Fly	-1	DEX (1)	-	
Heal	+1	WIS (1)	-	
Intimidate	+12	CHA (-1)	10	
Perception	+14	WIS (1)	10	
Ride	-1	DEX (1)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	-1	DEX (1)	-	
Survival	+14	WIS (1)	10	
Swim	+3	STR (5)	-	

Feats

- Armor Proficiency (Light)
- Armor Proficiency (Medium)
- Exotic Weapon Proficiency (Bastard sword)
- Extra Rage (6 rounds/day)
- Improved Bull Rush
- Improved Critical (Bastard sword)
- Martial Weapon Proficiency - All
- Power Attack -3/+6
- Shield Proficiency
- Simple Weapon Proficiency - All
- Weapon Focus (Bastard sword)

Special Abilities

- Clear Mind (1/rage) (Ex)
- Fast Movement +10 (Ex)
- Improved Uncanny Dodge (Lv >=14) (Ex)
- Knockback (1/round) (Ex)
- Powerful Blow +3 (1/rage) (Ex)
- Rage (25 rounds/day) (Ex)
- Renewed Vigor 2d8+3 Hp (1/day) (Ex)
- Strength Surge +10 (1/rage) (Ex)
- Trap Sense +3 (Ex)

Spiked gauntlet

Main hand: **+15/+10, 1d4+5**

Crit: x2
Light, P

Throwing axe

Main hand: **+15/+10, 1d6+5**

Crit: x2
Rng: 10'
Light, S

+2 hide armor

+6

Max Dex: +4, Armor Check: -2
Spell Fail: 20%, Medium, Slows

Gear

Total Weight Carried: 57/460 lbs, Light Load

(Light: 153 lbs, Medium: 306 lbs, Heavy: 460 lbs)

+1 composite longbow	3 lbs
+2 bastard sword	12 lbs
+2 hide armor	25 lbs
Amulet of natural armor +2	-
Arrows x20	0.15 lbs
Artisan's outfit (Free)	-
Belt of physical might +2 (Str, Con)	1 lb
Cloak of resistance +3	1 lb
Javelin x2	2 lbs
Money	4.7 lbs
Potion of cure moderate wounds x2	-
Potion of fly	-
Ring of protection +3	-
Spiked gauntlet	1 lb
Throwing axe	2 lbs

Tracked Resources

Arrows	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Clear Mind (1/rage) (Ex)	<input type="checkbox"/>
Extra Rage (6 rounds/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Javelin	<input type="checkbox"/> <input type="checkbox"/>
Knockback (1/round) (Ex)	<input type="checkbox"/>
Potion of cure moderate wounds	<input type="checkbox"/> <input type="checkbox"/>
Potion of fly	<input type="checkbox"/>
Powerful Blow +3 (1/rage) (Ex)	<input type="checkbox"/>
Rage (25 rounds/day) (Ex)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Renewed Vigor 2d8+3 Hp (1/day) (Ex)	<input type="checkbox"/>
Strength Surge +10 (1/rage) (Ex)	<input type="checkbox"/>
Throwing axe	<input type="checkbox"/>

Languages

Common

Experience & Wealth

Experience Points: **105000/155000**

Current Cash: **235 gp**

Background

Amiri never quite fit into the expected gender roles of her tribe, and when the tribe attempted to send her on a suicide mission, she returned with an enormous trophy—a frost giant's sword. She has since abandoned her people, and has come to value her oversized sword (even though she can only truly wield it properly when her blood rage takes her). She never speaks of the circumstances that forced her to flee her homeland. Some things are better left unsaid.

Sourcebooks Used

(none)

Amiri (13)

Female human barbarian 13 - CR 12

Chaotic Neutral Humanoid (Human); Deity: **Gorum**; Age: **19**; Height: **5' 4"**; Weight: **140lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	19/21	+4/+5	
DEX DEXTERITY	14/16	+2/+3	
CON CONSTITUTION	14/16	+2/+3	
INT INTELLIGENCE	10	0	
WIS WISDOM	12	+1	
CHA CHARISMA	8	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+15 =	+8	+3	+4			
REFLEX (DEXTERITY)	+11 =	+4	+3	+4			
Trap Sense : +4 bonus vs. traps							
WILL (WISDOM)	+9 =	+4	+1	+4			

Damage Reduction (3/-)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 26 =	+7		+3		+3	+3		+16

Touch AC	16	Flat-Footed AC	23
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Trap Sense : +4 bonus vs. traps

CM Bonus	BAB	Strength	Size	Misc
+18 =	+13	+5	-	-

+20 Bull Rushing

CM Defense	BAB	Strength	Dexterity	Size
34 = 10	+13	+5	+3	-

36 vs. Bull Rush

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+13	HP	142
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Initiative	+3	Damage / Current HP	
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Speed	40 / 30 ft
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+2 composite longbow

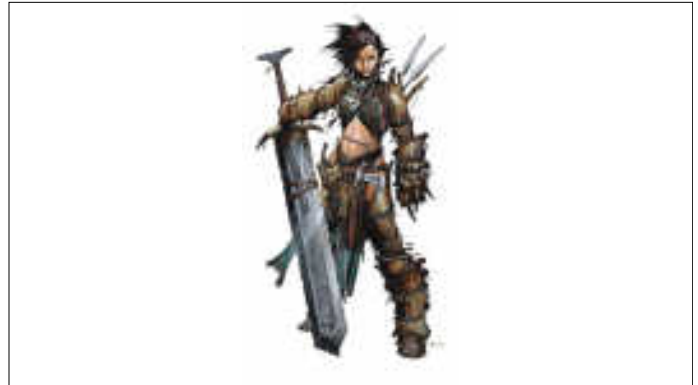
Ranged, both hands: **+18/+13/+8**,
1d8+2 Crit: x3
Rng: 110'
2-hand, P

+3 frost bastard sword

Both hands: **+20/+15/+10**, **2d8+10** Crit: 17-20/x2
plus 1d6 cold 2-hand, S

Javelin

Main hand: **+14/+9/+4**, **1d6+5** Crit: x2
Ranged: **+16/+11/+6**, **1d6+5** Rng: 30'
Light, P



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+17	DEX (3)	13	
Appraise	+0	INT (0)	-	
Bluff	-1	CHA (-1)	-	
Climb	+19	STR (5)	13	
Diplomacy	-1	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	+1	DEX (3)	-	
Fly	+1	DEX (3)	-	
Heal	+1	WIS (1)	-	
Intimidate	+15	CHA (-1)	13	
Perception	+17	WIS (1)	13	
Ride	+1	DEX (3)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	+1	DEX (3)	-	
Survival	+17	WIS (1)	13	
Swim	+3	STR (5)	-	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Exotic Weapon Proficiency (Bastard sword)
Extra Rage (6 rounds/day)
Improved Bull Rush
Improved Critical (Bastard sword)
Martial Weapon Proficiency - All
Power Attack -4/+8
Shield Proficiency
Simple Weapon Proficiency - All
Strike Back
Vital Strike
Weapon Focus (Bastard sword)

Special Abilities

Clear Mind (1/rage) (Ex)
Fast Movement +10 (Ex)
Fortification 25%
Improved Uncanny Dodge (Lv >=17) (Ex)
Knockback (1/round) (Ex)
Mighty Swing (1/rage) (Ex)
Powerful Blow +4 (1/rage) (Ex)

Spiked gauntlet

Main hand: **+18/+13/+8, 1d4+5**

Crit: x2
Light, P

Throwing axe

Main hand: **+18/+13/+8, 1d6+5**

Crit: x2
Rng: 10'
Light, S

Ranged: **+16/+11/+6, 1d6+5**

+3 light fortification hide armor

+7

Max Dex: +4, Armor Check: -2
Spell Fail: 20%, Medium, Slows

Gear

Total Weight Carried: 122/460 lbs, Light Load

(Light: 153 lbs, Medium: 306 lbs, Heavy: 460 lbs)

+2 composite longbow	3 lbs
+3 frost bastard sword	12 lbs
+3 light fortification hide armor	25 lbs
Amulet of natural armor +3	-
Arrows x20	0.15 lbs
Artisan's outfit (Free)	-
Belt of physical perfection +2	1 lb
Cloak of resistance +4	1 lb
Javelin x2	2 lbs
Money	69.98 lbs
Potion of cure serious wounds x2	-
Potion of fly	-
Potion of remove disease x2	-
Ring of protection +3	-
Spiked gauntlet	1 lb
Throwing axe	2 lbs

Special Abilities

Rage (31 rounds/day) (Ex)

Renewed Vigor 3d8+3 Hp (1/day) (Ex)

Strength Surge +13 (1/rage) (Ex)

Trap Sense +4 (Ex)

Tracked Resources

Arrows	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Clear Mind (1/rage) (Ex)	<input type="checkbox"/>
Extra Rage (6 rounds/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Javelin	<input type="checkbox"/> <input type="checkbox"/>
Knockback (1/round) (Ex)	<input type="checkbox"/>
Mighty Swing (1/rage) (Ex)	<input type="checkbox"/>
Potion of cure serious wounds	<input type="checkbox"/> <input type="checkbox"/>
Potion of fly	<input type="checkbox"/>
Potion of remove disease	<input type="checkbox"/> <input type="checkbox"/>
Powerful Blow +4 (1/rage) (Ex)	<input type="checkbox"/>

Experience & Wealth

Experience Points: **315000/445000**

Current Cash: **3,499 gp**

Tracked Resources

Rage (31 rounds/day) (Ex)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Renewed Vigor 3d8+3 Hp (1/day) (Ex)

Strength Surge +13 (1/rage) (Ex)

Throwing axe

Languages

Common

Background

Amiri never quite fit into the expected gender roles of her tribe, and when the tribe attempted to send her on a suicide mission, she returned with an enormous trophy—a frost giant's sword. She has since abandoned her people, and has come to value her oversized sword (even though she can only truly wield it properly when her blood rage takes her). She never speaks of the circumstances that forced her to flee her homeland. Some things are better left unsaid.

Sourcebooks Used

(none)

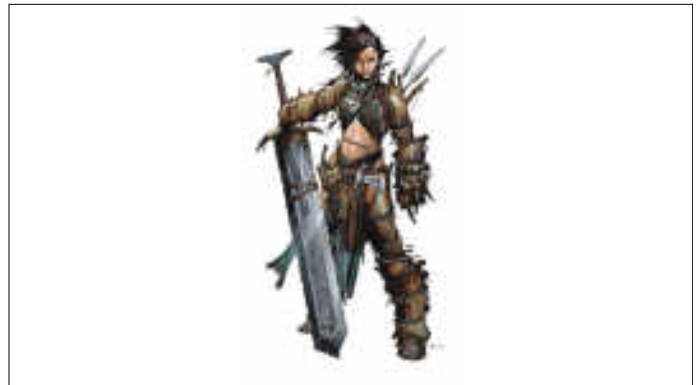
Amiri (15)



Female human barbarian 15 - CR 14

Chaotic Neutral Humanoid (Human); Deity: **Gorum**; Age: **19**; Height: **5' 4"**; Weight: **140lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	19/21	+4/+5	
DEX DEXTERITY	14/16	+2/+3	
CON CONSTITUTION	14/16	+2/+3	
INT INTELLIGENCE	10	0	
WIS WISDOM	12	+1	
CHA CHARISMA	8	-1	



Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+17 =	+9	+3	+5			
REFLEX (DEXTERITY)	+13 =	+5	+3	+5			Trap Sense : +5 bonus vs. traps
WILL (WISDOM)	+11 =	+5	+1	+5			

Damage Reduction (3/-)									
Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc	
AC 27 =	+8		+3		+3	+3		+17	
Touch AC 16	Flat-Footed AC 24								

Trap Sense : +5 bonus vs. traps

CM Bonus	BAB	Strength	Size	Misc
+20 =	+15	+5	-	-

+22 Bull Rushing

See the Base Attack (below) for modifiers that may also apply to CMB

CM Defense	BAB	Strength	Dexterity	Size
36 = 10	+15	+5	+3	-

38 vs. Bull Rush
See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+15	HP	163
Critical Focus : +4 circumstance bonus to confirm critical hits	Damage / Current HP		
Initiative	+3		
Speed	40 ft		

+2 anarchic composite longbow

Ranged, both hands: **+20/+15/+10**, Crit: x3
1d8+2 plus 2d6 vs. lawful Rng: 110'
2-hand, P

Critical Focus: +4 circumstance bonus to confirm critical hits

+4 icy burst bastard sword

Both hands: **+23/+18/+13**, Crit: 17-
2d8+11 plus 1d6 cold 20/x2+1d10 cold

Critical Focus: +4 circumstance bonus to confirm critical hits

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+20	DEX (3)	15	
Speed greater/less than 30 ft. : +4 to jump				
Appraise	+0	INT (0)	-	
Bluff	-1	CHA (-1)	-	
Climb	+22	STR (5)	15	
Diplomacy	-1	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	+2	DEX (3)	-	
Fly	+2	DEX (3)	-	
Heal	+1	WIS (1)	-	
Intimidate	+17	CHA (-1)	15	
Perception	+19	WIS (1)	15	
Ride	+2	DEX (3)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	+2	DEX (3)	-	
Survival	+19	WIS (1)	15	
Swim	+4	STR (5)	-	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Critical Focus
Exotic Weapon Proficiency (Bastard sword)
Extra Rage (6 rounds/day)
Improved Bull Rush
Improved Critical (Bastard sword)
Martial Weapon Proficiency - All
Power Attack -4/+8
Shield Proficiency
Simple Weapon Proficiency - All
Strike Back
Vital Strike
Weapon Focus (Bastard sword)

Special Abilities

[N/A] Anarchic
Clear Mind (1/rage) (Ex)
Fast Movement +10 (Ex)
Fortification 50%
Improved Uncanny Dodge (Lv >=19) (Ex)
Indomitable Will (Ex)

Javelin

Main hand: **+16/+11/+6, 1d6+5**

Crit: x2
Rng: 30'
Light, P

Ranged: **+18/+13/+8, 1d6+5**

Critical Focus: +4 circumstance bonus to confirm critical hits

Spiked gauntlet

Main hand: **+20/+15/+10, 1d4+5**

Crit: x2
Light, P

Critical Focus: +4 circumstance bonus to confirm critical hits

Throwing axe

Main hand: **+20/+15/+10, 1d6+5**

Crit: x2
Rng: 10'
Light, S

Ranged: **+18/+13/+8, 1d6+5**

Critical Focus: +4 circumstance bonus to confirm critical hits

+4 moderate fortification chain shirt

+8

Max Dex: +4, Armor Check: -1
Spell Fail: 20%, Light

Gear

**Total Weight Carried: 134/460 lbs, Light Load
(Light: 153 lbs, Medium: 306 lbs, Heavy: 460 lbs)**

+2 anarchic composite longbow	3 lbs
+4 icy burst bastard sword	12 lbs
+4 moderate fortification chain shirt	25 lbs
Amulet of natural armor +3	-
Arrows x20	0.15 lbs
Artisan's outfit (Free)	-
Belt of physical perfection +2	1 lb
Cloak of resistance +5	1 lb
Handy haversack (empty)	5 lbs
Javelin x2	2 lbs
Money	76.98 lbs
Potion of cure serious wounds x2	-
Potion of fly	-
Potion of remove disease x2	-
Ring of protection +3	-
Spiked gauntlet	1 lb
Throwing axe	2 lbs

Special Abilities

Knockback (1/round) (Ex)
Mighty Swing (1/rage) (Ex)
Powerful Blow +4 (1/rage) (Ex)
Rage (35 rounds/day) (Ex)
Renewed Vigor 3d8+3 Hp (1/day) (Ex)
Scent (Ex)
Strength Surge +15 (1/rage) (Ex)
Trap Sense +5 (Ex)

Tracked Resources

Arrows	□□□□□ □□□□□ □□□□□ □□□□□
Clear Mind (1/rage) (Ex)	□
Extra Rage (6 rounds/day)	□□□□□ □
Javelin	□□

Experience & Wealth

Experience Points: **635000/890000**
Current Cash: **3,849 gp**

Tracked Resources

Knockback (1/round) (Ex)	□
Mighty Swing (1/rage) (Ex)	□
Potion of cure serious wounds	□□
Potion of fly	□
Potion of remove disease	□□
Powerful Blow +4 (1/rage) (Ex)	□
Rage (35 rounds/day) (Ex)	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
Renewed Vigor 3d8+3 Hp (1/day) (Ex)	□
Strength Surge +15 (1/rage) (Ex)	□
Throwing axe	□

Languages

Common

Background

Amiri never quite fit into the expected gender roles of her tribe, and when the tribe attempted to send her on a suicide mission, she returned with an enormous trophy—a frost giant's sword. She has since abandoned her people, and has come to value her oversized sword (even though she can only truly wield it properly when her blood rage takes her). She never speaks of the circumstances that forced her to flee her homeland. Some things are better left unsaid.

Sourcebooks Used

(none)

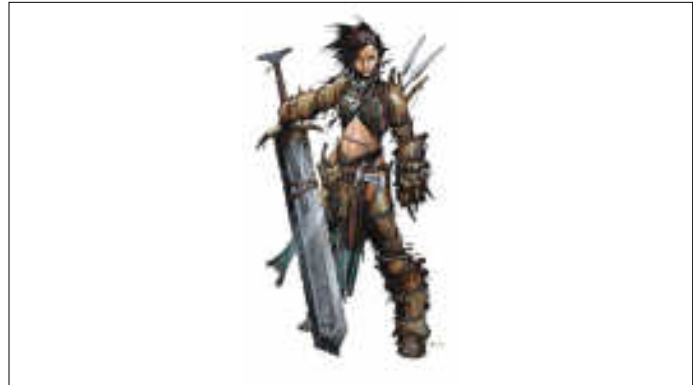
Amiri (4)



Female human barbarian 4 - CR 3

Chaotic Neutral Humanoid (Human); Deity: **Gorum**; Age: **19**; Height: **5' 4"**; Weight: **140lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	18	+4	
DEX DEXTERITY	13	+1	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	12	+1	
CHA CHARISMA	8	-1	



Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+7	=	+4	+2	+1		
REFLEX (DEXTERITY)	+3	=	+1	+1	+1		
Trap Sense : +1 bonus vs. traps							
WILL (WISDOM)	+3	=	+1	+1	+1		

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 16	=	+5		+1				+6

Touch AC **11** **Flat-Footed AC** **15**

Trap Sense : +1 bonus vs. traps

CM Bonus	BAB	Strength	Size	Misc
+8	=	+4	+4	-

CM Defense	BAB	Strength	Dexterity	Size
19	=	10	+4	+4

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+4	HP	43
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Damage / Current HP

Initiative	+1
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Speed	40 / 30 ft
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+1 bastard sword

Both hands: **+8, 2d8+7** Crit: 19-20/x2
2-hand, S

Javelin

Main hand: **+4, 1d6+4** Crit: x2
Rng: 30'

Ranged: **+5, 1d6+4** Light, P

Masterwork longbow

Ranged, both hands: **+6, 1d8** Crit: x3
Rng: 100'
2-hand, P

Spiked gauntlet

Main hand: **+8, 1d4+4** Crit: x2
Light, P

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+6	DEX (1)	4	
Appraise	+0	INT (0)	-	
Bluff	-1	CHA (-1)	-	
Climb	+9	STR (4)	4	
Diplomacy	-1	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	-1	DEX (1)	-	
Fly	-1	DEX (1)	-	
Heal	+1	WIS (1)	-	
Intimidate	+6	CHA (-1)	4	
Perception	+8	WIS (1)	4	
Ride	-1	DEX (1)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	-1	DEX (1)	-	
Survival	+8	WIS (1)	4	
Swim	+2	STR (4)	-	

Feats

- Armor Proficiency (Light)
- Armor Proficiency (Medium)
- Exotic Weapon Proficiency (Bastard sword)
- Martial Weapon Proficiency - All
- Power Attack -2/+4
- Shield Proficiency
- Simple Weapon Proficiency - All
- Weapon Focus (Bastard sword)

Special Abilities

- Fast Movement +10 (Ex)
- Rage (12 rounds/day) (Ex)
- Renewed Vigor 1d8+2 Hp (1/day) (Ex)
- Strength Surge +4 (1/rage) (Ex)
- Trap Sense +1 (Ex)
- Uncanny Dodge (Ex)

Throwing axe

Main hand: **+8, 1d6+4**

Crit: x2

Ranged: **+5, 1d6+4**

Rng: 10'
Light, S

+1 hide armor

+5

Max Dex: +4, Armor Check: -2
Spell Fail: 20%, Medium, Slows

Gear

Total Weight Carried: 58/300 lbs, Light Load

(Light: 100 lbs, Medium: 200 lbs, Heavy: 300 lbs)

+1 bastard sword	12 lbs
+1 hide armor	25 lbs
Arrows x20	0.15 lbs
Artisan's outfit (Free)	-
Cloak of resistance +1	1 lb
Javelin x2	2 lbs
Masterwork longbow	3 lbs
Money	6.5 lbs
Potion of cure moderate wounds x2	-
Spiked gauntlet	1 lb
Throwing axe	2 lbs

Tracked Resources

Arrows	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Javelin	<input type="checkbox"/> <input type="checkbox"/>
Potion of cure moderate wounds	<input type="checkbox"/> <input type="checkbox"/>
Rage (12 rounds/day) (Ex)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Renewed Vigor 1d8+2 Hp (1/day) (Ex)	<input type="checkbox"/>
Strength Surge +4 (1/rage) (Ex)	<input type="checkbox"/>
Throwing axe	<input type="checkbox"/>

Languages

Common

Background

Amiri never quite fit into the expected gender roles of her tribe, and when the tribe attempted to send her on a suicide mission, she returned with an enormous trophy—a frost giant's sword. She has since abandoned her people, and has come to value her oversized sword (even though she can only truly wield it properly when her blood rage takes her). She never speaks of the circumstances that forced her to flee her homeland. Some things are better left unsaid.

Sourcebooks Used

(none)

Experience & Wealth

Experience Points: **9000/15000**

Current Cash: **325 gp**

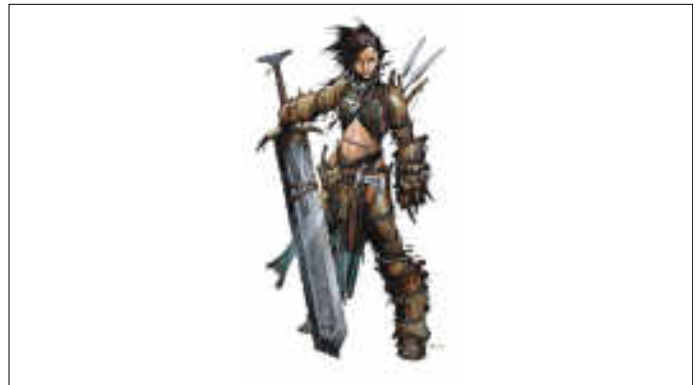
Amiri (7)



Female human barbarian 7 - CR 6

Chaotic Neutral Humanoid (Human); Deity: **Gorum**; Age: **19**; Height: **5' 4"**; Weight: **140lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	18	+4	
DEX DEXTERITY	13	+1	
CON CONSTITUTION	14/16	+2/+3	
INT INTELLIGENCE	10	0	
WIS WISDOM	12	+1	
CHA CHARISMA	8	-1	



Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+10 =	+5	+3	+2			
REFLEX (DEXTERITY)	+5 =	+2	+1	+2			
Trap Sense : +2 bonus vs. traps							
WILL (WISDOM)	+5 =	+2	+1	+2			

Damage Reduction (1/-)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 19 =	+6		+1			+2		+9
Touch AC 13	Flat-Footed AC 18							

Trap Sense : +2 bonus vs. traps

CM Bonus	BAB	Strength	Size	Misc
+11 =	+7	+4	-	-

+13 Bull Rushing

CM Defense	BAB	Strength	Dexterity	Size
24 = 10	+7	+4	+1	-

26 vs. Bull Rush

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+7	HP	79
Initiative	+1	Damage / Current HP	
Speed	40 / 30 ft		

+1 bastard sword	
Both hands: +11/+6, 2d8+7	Crit: 19-20/x2 2-hand, S

Javelin	
Main hand: +7/+2, 1d6+4	Crit: x2 Rng: 30' Light, P
Ranged: +8/+3, 1d6+4	

Masterwork longbow	
Ranged, both hands: +9/+4, 1d8	Crit: x3 Rng: 100' 2-hand, P

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+9	DEX (1)	7	
Appraise	+0	INT (0)	-	
Bluff	-1	CHA (-1)	-	
Climb	+12	STR (4)	7	
Diplomacy	-1	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	-1	DEX (1)	-	
Fly	-1	DEX (1)	-	
Heal	+1	WIS (1)	-	
Intimidate	+9	CHA (-1)	7	
Perception	+11	WIS (1)	7	
Ride	-1	DEX (1)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	-1	DEX (1)	-	
Survival	+11	WIS (1)	7	
Swim	+2	STR (4)	-	

Feats

- Armor Proficiency (Light)
- Armor Proficiency (Medium)
- Exotic Weapon Proficiency (Bastard sword)
- Extra Rage (6 rounds/day)
- Improved Bull Rush
- Martial Weapon Proficiency - All
- Power Attack -2/+4
- Shield Proficiency
- Simple Weapon Proficiency - All
- Weapon Focus (Bastard sword)

Special Abilities

- Fast Movement +10 (Ex)
- Improved Uncanny Dodge (Lv >=11) (Ex)
- Knockback (1/round) (Ex)
- Rage (19 rounds/day) (Ex)
- Renewed Vigor 1d8+3 Hp (1/day) (Ex)
- Strength Surge +7 (1/rage) (Ex)
- Trap Sense +2 (Ex)

Spiked gauntlet

Main hand: **+11/+6, 1d4+4** Crit: x2
Light, P

Throwing axe

Main hand: **+11/+6, 1d6+4** Crit: x2
Rng: 10'
Ranged: **+8/+3, 1d6+4** Light, S

+2 hide armor

+6

Max Dex: +4, Armor Check: -2
Spell Fail: 20%, Medium, Slows

Gear

Total Weight Carried: 55/300 lbs, Light Load
(Light: 100 lbs, Medium: 200 lbs, Heavy: 300 lbs)

+1 bastard sword	12 lbs
+2 hide armor	25 lbs
Arrows x20	0.15 lbs
Artisan's outfit (Free)	-
Belt of mighty constitution +2	1 lb
Cloak of resistance +2	1 lb
Javelin x2	2 lbs
Masterwork longbow	3 lbs
Money	3.2 lbs
Potion of cure moderate wounds	-
Ring of protection +2	-
Spiked gauntlet	1 lb
Throwing axe	2 lbs

Tracked Resources

Arrows	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Extra Rage (6 rounds/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Javelin	<input type="checkbox"/> <input type="checkbox"/>
Knockback (1/round) (Ex)	<input type="checkbox"/>
Potion of cure moderate wounds	<input type="checkbox"/>
Rage (19 rounds/day) (Ex)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Renewed Vigor 1d8+3 Hp (1/day) (Ex)	<input type="checkbox"/>
Strength Surge +7 (1/rage) (Ex)	<input type="checkbox"/>
Throwing axe	<input type="checkbox"/>

Languages

Common

Experience & Wealth

Experience Points: **35000/51000**
Current Cash: **160 gp**

Background

Amiri never quite fit into the expected gender roles of her tribe, and when the tribe attempted to send her on a suicide mission, she returned with an enormous trophy—a frost giant's sword. She has since abandoned her people, and has come to value her oversized sword (even though she can only truly wield it properly when her blood rage takes her). She never speaks of the circumstances that forced her to flee her homeland. Some things are better left unsaid.

Sourcebooks Used

(none)