

Amiri

Female human (Shoanti) barbarian 14 - CR 13

Chaotic Neutral Humanoid (Human); Deity: **Gorum**; Age: **19**;

Height: **5' 4"**; Weight: **140 lb.**

| Ability | Score | Modifier | Temporary |
|----------------------------|--------------|--------------|-----------|
| STR STRENGTH | 19/29 | +4/+9 | |
| DEX DEXTERITY | 14 | +2 | |
| CON CONSTITUTION | 16/26 | +3/+8 | |
| INT INTELLIGENCE | 10 | 0 | |
| WIS WISDOM | 12 | +1 | |
| CHA CHARISMA | 8 | -1 | |

| Saving Throw | Total | Base | Ability | Resist | Misc | Temp | Notes |
|---------------------------------------|--------------|-----------|-----------|--------|-----------|------|-------|
| FORTITUDE (CONSTITUTION) | +18 = | +9 | +8 | | +1 | | |
| REFLEX (DEXTERITY) | +6 = | +4 | +2 | | | | |
| Trap Sense: +4 bonus vs. traps | | | | | | | |
| WILL (WISDOM) | +8 = | +4 | +1 | | +3 | | |
| Indomitable Will: +4 vs. enchantments | | | | | | | |

| Damage Reduction (3/-) | Immunity to Frightened |
|-----------------------------------|---------------------------|
| Damage Reduction (5/magic) | Immunity to Shaken |

| Total | Armor | Shield | Dex | Size | Natur | Deflec | Dodge | Misc |
|-----------|----------------|-----------|-----------|------|-------|-----------|-------|-----------|
| AC | 22 = 10 | +9 | +2 | | | +3 | | -2 |

| | | | |
|-----------------|-----------|-----------------------|-----------|
| Touch AC | 13 | Flat-Footed AC | 20 |
|-----------------|-----------|-----------------------|-----------|

Trap Sense: +4 bonus vs. traps

| CM Bonus | +23 = | BAB | Strength | Size | Misc |
|----------|-------|------------|-----------|------|------|
| | | +14 | +9 | - | - |

+26 Bull Rushing

| CM Defense | 36 = 10 | BAB | Strength | Dexterity | Size |
|------------|---------|------------|-----------|-----------|------|
| | | +14 | +9 | +2 | - |

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

| | | | |
|--------------------|------------|-----------|------------|
| Base Attack | +14 | HP | 255 |
|--------------------|------------|-----------|------------|

Damage / Current HP

| | |
|-------------------|-----------|
| Initiative | +2 |
|-------------------|-----------|

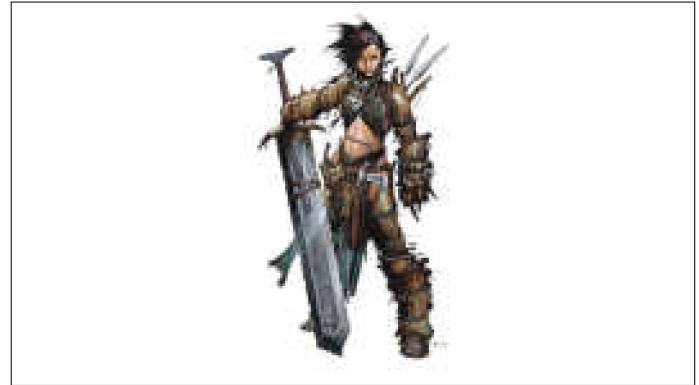
| | |
|--------------|--------------|
| Speed | 50 ft |
|--------------|--------------|

+3 impact bastard sword

Both hands: **+25/+20/+15, 3d8+16** Crit: 19-20/x2
2-hand, S

Gauntlet (from armor)

Main hand: **+23/+18/+13, 1d3+9** Crit: x2
Main w/ offhand: **+17/+12/+7, 1d3+9** Light, B
Main w/ light off: **+19/+14/+9, 1d3+9**
Offhand: **+15, 1d3+4**



| Skill Name | Total | Ability | Ranks | Temp |
|--|------------|----------|-------|------|
| Acrobatics | +17 | DEX (2) | 14 | |
| Speed greater/less than 30 ft.: +8 to jump | | | | |
| Appraise | +0 | INT (0) | - | |
| Bluff | -1 | CHA (-1) | - | |
| Climb | +21 | STR (9) | 11 | |
| Diplomacy | -1 | CHA (-1) | - | |
| Disguise | -1 | CHA (-1) | - | |
| Escape Artist | +0 | DEX (2) | - | |
| Fly | +0 | DEX (2) | - | |
| Handle Animal | +3 | CHA (-1) | 1 | |
| Heal | +1 | WIS (1) | - | |
| Intimidate | +10 | CHA (-1) | 8 | |
| Knowledge (nature) | +13 | INT (0) | 10 | |
| Perception | +18 | WIS (1) | 14 | |
| Ride | +4 | DEX (2) | 1 | |
| Sense Motive | +1 | WIS (1) | - | |
| Stealth | +0 | DEX (2) | - | |
| Survival | +11 | WIS (1) | 7 | |
| Swim | +14 | STR (9) | 4 | |

Activated Abilities & Adjustments

Rage (35 rounds/day) (Ex): Raging

Feats

Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Cleave

If you hit a foe, attack an adjacent target at the same attack bonus but take -2 AC.

Cleaving Finish

Make additional attack if opponent is knocked out

Exotic Weapon Proficiency (Bastard sword)

You make attack rolls with the weapon normally.

Great Cleave

You can use Cleave an unlimited number of times per round.

Improved Vital Strike

Standard action: x3 weapon damage dice.

Feats

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Power Attack -4/+8

You can subtract from your attack roll to add to your damage.

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Vital Strike

Standard action: x2 weapon damage dice.

Weapon Focus (Bastard sword)

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Traits

Monster Hunter

+1 attack & damage against aberrations & magical beasts.

Resilient

+1 Fort saves.

Unarmed strike

Main hand: **+23/+18/+13, 1d3+9** Crit: x2
nonlethal Light, B, Nonlethal

Main w/ offhand: **+17/+12/+7,**
1d3+9 nonlethal

Main w/ light off: **+19/+14/+9,**
1d3+9 nonlethal

Offhand: **+15, 1d3+4 nonlethal**

+3 invulnerability mithral chainmail

+9

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

Gear

Total Weight Carried: 63/1400 lbs, Light Load

(Light: 466 lbs, Medium: 933 lbs, Heavy: 1400 lbs)

+3 impact bastard sword 12 lbs

+3 invulnerability mithral chainmail 20 lbs

Artisan's outfit (Free) -

Bag of holding I (1 @ 6.5 lbs) 30 lbs

Belt of physical might +4 (Str, Con) 1 lb

Money <In: Bag of holding I (1 @ 6.5 lbs)> 6.5 lbs

Ring of protection +3 -

Special Abilities

Fast Movement +10 (Ex)

A barbarian's base speed is faster than the norm for her race by 10 feet. This benefit applies only when she is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed

Fearless Rage (Ex)

While raging, the barbarian is immune to the shaken and frightened conditions. A barbarian must be at least 12th level before selecting this rage power.

Flesh Wound (1/rage) (Ex)

Once per rage, the barbarian can try to avoid serious harm from an attack. The barbarian must make a Fortitude save with a DC equal to the damage that would be dealt by the attack. The barbarian's armor check penalty applies on this saving throw.

Improved Uncanny Dodge (Lv >= 18) (Ex)

You gain the ability to react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dex bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can

Experience & Wealth

Experience Points: **445000/635,000**

Current Cash: **325 gp**

Special Abilities

Indomitable Will (Ex)

At 14th level, the barbarian gains a +4 bonus on Will saves to resist enchantment spells while raging. This bonus stacks with all other modifiers, including the morale bonus on Will saves she gains during her rage.

Rage (35 rounds/day) (Ex)

A barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a barbarian can rage for a number of rounds per day equal to 4 + her Constitution modifier. At each level

Renewed Vigor 3d8+8 Hp (1/day) (Ex)

As a standard action, the barbarian heals 1d8 points of damage + her Constitution modifier. For every four levels the barbarian has attained above 4th, this amount of damage healed increases by 1d8, to a maximum of 5d8 at 20th

Renewed Vitality (7 ability damage/penalty, 1/day) (Ex)

While raging, the barbarian ignores the effect of 1 point of ability penalty or damage per two barbarian levels she has (maximum 10). Once per day, when a barbarian with ability penalties or damage ends her rage, she can reroll a saving

Strength Surge +14 (1/rage) (Ex)

The barbarian adds her barbarian level on one Strength check or combat maneuver check, or to her Combat Maneuver Defense when an opponent attempts a maneuver against her. This power is used as an immediate action.

Swift Foot (+10 ft) (Ex)

The barbarian gains a 5-foot enhancement bonus to her speed. This increase is always active while the barbarian is raging. A barbarian can select this rage power up to three times. Its effects stack.

Trap Sense +4 (Ex)

A character gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the character

Tracked Resources

Flesh Wound (1/rage) (Ex)

Rage (35 rounds/day) (Ex)

Renewed Vigor 3d8+8 Hp (1/day) (Ex)

Renewed Vitality (7 ability damage/penalty, 1/day) (Ex)

Strength Surge +14 (1/rage) (Ex)

Languages

Common

Shoanti

Amiri – Abilities & Gear

Cleave Feat

You can strike two adjacent foes with a single swing.

Prerequisites: STR 13, Power Attack, base attack bonus +1.

Benefit: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Addition from Great Cleave: You may use Cleave against any number of opponents per round.

Appears In: Not New Paths Option: Use Scaling Feats

Cleaving Finish Feat

When you strike down an opponent, you can continue your swing into another target.

Prerequisites: Str 13, Cleave, Power Attack.

Benefit: If you make a melee attack, and your target drops to 0 or fewer hit points as a result of your attack, you can make another melee attack using your highest base attack bonus against another opponent within reach. You can make only one extra attack per round with this feat.

Appears In: Ultimate Combat

Exotic Weapon Proficiency (Bastard sword) Feat

Choose one type of exotic weapon, such as the spiked chain or whip. You understand how to use that type of exotic weapon in combat, and can utilize any special tricks or qualities that exotic weapon might allow.

Prerequisite: Base attack bonus +1.

Benefit: You make attack rolls with the weapon normally.

Normal: A character who uses a weapon with which he is not proficient takes a –4 penalty on attack rolls.

Special: You can gain Exotic Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of exotic weapon.

Great Cleave Feat

You can strike many adjacent foes with a single blow.

Prerequisites: Str 13, Cleave, Power Attack, base attack bonus +4.

Benefit: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Appears In: Not New Paths Option: Use Scaling Feats

Improved Vital Strike Feat

You can make a single attack that deals a large amount of damage.

Prerequisites: Vital Strike, base attack bonus +11.

Benefit: When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack three times and add the results together before adding bonuses from Strength, weapon abilities (such as *flaming*), precision-based damage, and other damage bonuses. These extra weapon damage dice are not multiplied on a critical hit, but are added to the total.

Appears In: Not New Paths Option: Use Scaling Feats

Power Attack –4/+8 Feat

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (–50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Vital Strike Feat

You make a single attack that deals significantly more damage than normal.

Prerequisites: Base attack bonus +6.

Benefit: When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack twice and add the results together before adding bonuses from Strength, weapon abilities (such as *flaming*), precision-based damage, and other damage bonuses. These extra weapon damage dice are not multiplied on a critical hit, but are added to the total.

Addition from Improved Vital Strike: Your Vital Strike damage is multiplied by 3 instead of 2.

Appears In: Not New Paths Option: Use Scaling Feats

Weapon Focus (Bastard sword) Feat

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Amiri – Abilities & Gear

Monster Hunter Trait

Perhaps you came to the Varisian Gulf in search of the Sandpoint Devil, or maybe you followed fisherman's tales of Old Murdermaw - regardless, you've ventured through Varisia to hunt down famous monsters. While they have all eluded you so far, you made it to Sandpoint to research and restock before heading back out into the wilderness. Because of your training, you gain a +1 trait bonus on attack rolls and weapon damage rolls against aberrations and magical beasts.

Appears In: Rise of the Runelords Anniversary Edition

Resilient Trait

Growing up in a violent neighborhood or in the unforgiving wilds often forced you to subsist on food and water from doubtful sources. You've built up your mettle as a result, and gain a +1 trait bonus on Fortitude saves.

Appears In: Character Traits Web Enhancement, Advanced Player's Guide Traits

Damage Reduction (3/-) Unknown

You have Damage Reduction against all attacks.

Damage Reduction (5/magic) Unknown

You have Damage Reduction against all except Magic attacks.

Immunity to Frightened Unknown

You are immune to the frightened condition.

Immunity to Shaken Unknown

You are immune to the shaken condition.

Improved Uncanny Dodge (Lv >= 18) (Ex) Unknown

You gain the ability to react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dex 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.

When you gain the 'Improved' version of this ability you can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking, unless the attacker has at least four more rogue levels than you have levels in classes that grant Uncanny Dodge.

If you have uncanny dodge already from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank you.

Fast Movement +10 (Ex) Class Ability (Barbarian)

A barbarian's base speed is faster than the norm for her race by 10 feet. This benefit applies only when she is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the barbarian's base speed.

Fearless Rage (Ex) Class Ability (Barbarian)

While raging, the barbarian is immune to the shaken and frightened conditions. A barbarian must be at least 12th level before selecting this rage power.

Flesh Wound (1/rage) (Ex) Class Ability (Barbarian,Undyin)

Once per rage, the barbarian can try to avoid serious harm from an attack. The barbarian must make a Fortitude save with a DC equal to the damage that would be dealt by the attack. The barbarian's armor check penalty applies on this saving throw. If the save succeeds, the barbarian takes half damage from the attack and the damage is nonlethal. The barbarian must elect to use this ability after the attack roll is made, but before the damage is rolled. A barbarian must be at least 10th level to select this rage power.

Appears In: Advanced Player's Guide

Indomitable Will (Ex) Class Ability (Barbarian)

At 14th level, the barbarian gains a +4 bonus on Will saves to resist enchantment spells while raging. This bonus stacks with all other modifiers, including the morale bonus on Will saves she gains during her rage.

Rage (35 rounds/day) (Ex) Class Ability (Barbarian)

Fly into a rage, giving you +6 Str, +6 Con, +3 to Will saves and -2 to Armor Class. Many skills and abilities cannot be used while the character is enraged. At the end of the rage, the barbarian becomes fatigued (-2 Str, -2 Dex, can't charge or run) for a number of rounds equal to twice the number of rounds spent raging.

Renewed Vigor 3d8+8 Hp (1/day) (Ex) Class Ability (Barbarian)

As a standard action, the barbarian heals 1d8 points of damage + her Constitution modifier. For every four levels the barbarian has attained above 4th, this amount of damage healed increases by 1d8, to a maximum of 5d8 at 20th level. A barbarian must be at least 4th level before selecting this power. This power can be used only once per day and only while raging.

Renewed Vitality (7 ability damage/penalty) Class Ability (Barbarian)

While raging, the barbarian ignores the effect of 1 point of ability penalty or damage per two barbarian levels she has (maximum 10). Once per day, when a barbarian with ability penalties or damage ends her rage, she can reroll a saving throw, if any, against an effect that imposed an ability penalty or dealt her ability damage. If successful, she removes an amount of ability penalty or damage equal to the amount she can ignore while raging. A barbarian must have the renewed vigor rage power and be at least 4th level before selecting this rage power.

Appears In: Ultimate Combat

Strength Surge +14 (1/rage) (Ex) Class Ability (Barbarian)

The barbarian adds her barbarian level on one Strength check or combat maneuver check, or to her Combat Maneuver Defense when an opponent attempts a maneuver against her. This power is used as an immediate action. This power can only be used once per rage.

Swift Foot (+10 ft) (Ex) Class Ability (Barbarian)

The barbarian gains a 5-foot enhancement bonus to her speed. This increase is always active while the barbarian is raging. A barbarian can select this rage power up to three times. Its effects stack.

Trap Sense +4 (Ex) Class Ability (Barbarian)

A character gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the character reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack.

Ring of protection +3

Ring

This ring offers continual magical protection in the form of a deflection bonus of +3 to AC.

Construction

Requirements: Forge Ring, *shield of faith*, caster must be of a level at least three times the bonus of the ring; **Cost** 9,000 gp

Bag of holding I (1 @ 6.5 lbs)

Wondrous Item

This appears to be a common cloth sack about 2 feet by 4 feet in size. The *bag of holding* opens into a nondimensional space: its inside is larger than its outside dimensions. Regardless of what is put into the bag, it weighs a fixed amount.

The Type I Bag of Holding can carry contents weighing up to 250 lbs and/or taking up a maximum volume of 30 cu. ft.

If a *bag of holding* is overloaded, or if sharp objects pierce it (from inside or outside), the bag immediately ruptures and is ruined, and all contents are lost forever. If a *bag of holding* is turned inside out, all of its contents spill out, unharmed, but the bag must be put right before it can be used again. If living creatures are placed within the bag, they can survive for up to 10 minutes, after which time they suffocate. Retrieving a specific item from a *bag of holding* is a move action, unless the bag contains more than an ordinary backpack would hold, in which case retrieving a specific item is a full-round action. Magic items placed inside the bag do not offer any benefit to the character carrying the bag.

If a *bag of holding* is placed within a *portable hole*, a rift to the Astral Plane is torn in the space: bag and hole alike are sucked into the void and forever lost. If a *portable hole* is placed within a *bag of holding*, it opens a gate to the Astral Plane: the hole, the bag, and any creatures within a 10-foot radius are drawn there, destroying the *portable hole* and *bag of holding* in the process.

Construction

Requirements: Craft Wondrous Item, *secret chest*; **Cost** 1,250 gp

Belt of physical might +4 (Str, Con) Wondrous Item (Belt)

This belt has a large steel buckle, usually depicting the image of a giant. The belt grants the wearer an enhancement bonus to Strength and Constitution of +4. Treat this as a temporary ability bonus for the first 24 hours the belt is worn. The ability score bonuses are chosen when the belt is created and cannot be changed.

Construction

Requirements: Craft Wondrous Item, *bull's strength*, *bear's endurance*; **Cost** 20,000 gp

Title - Amiri (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2010/03/18

XP Reward: 436000 XP; **Net Cash:**

- no notes -