

# NPC Codex, Barbarian (Level 1)



## AMIRI

Human Barbarian 1

Medium humanoid (human) CN

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

### OFFENSE

Speed 40 ft.

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

Ranged shortbow +2 (1d6/×3)

Special Attacks rage (6 rounds/day)

### TACTICS

**During Combat** Amiri counts on her high Strength and the sheer size of her blade to defeat foes, knowing that her attacks are less accurate because of the sword's size. When she has difficulty hitting a target, needs to deal even more damage, or needs the extra boost to her Constitution, Amiri rages and uses Power Attack to bring enemies to their knees.

**Raging Statistics** When raging, Amiri's stats are AC 13; hp 17; Fort +6, Will +3; Melee Large bastard sword +5 (2d8+9/19–20); CMB +7; Skills Climb +7.

### 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

**Languages** Common

**SQ** fast movement

**Combat Gear** acid flask; **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, 5 gp

*Amiri is a fierce tribal warrior from the north who left behind the lands of her chauvinistic tribe to escape the bonds of tradition. Her oversized bastard sword is a trophy from when she was sent on a suicide mission against a frost giant camp by her tribe's elders.*



**Rage (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 after 1st, she can rage for 2 additional rounds.

Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that a barbarian can rage per day. A barbarian can enter rage as a free action. 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, a barbarian gains a +4 morale bonus to her Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, she takes a –2 penalty to Armor Class. The increase to Constitution grants the barbarian 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, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A barbarian can end her rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A barbarian cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single

encounter or combat. If a barbarian falls unconscious, her rage immediately ends, placing her in peril of death.