



Faris is a pirate captain who travels with a pirate ship and its crew, accompanied by a sea-dragon named Syltra. Faris has long, loose purple hair with a green headband and green eyes. Faris wears a dark blue sleeveless jacket with gold piping and a paler blue tunic. Over the shoulders, Faris wears a baggy green shawl hiked up on the shoulders and secured with a red stone brooch. Faris has brown leather bracers on her forearms.

Faris is courageous, sometimes reckless, and determined not caring what anyone else thinks. She is brash, rude, and rough-spoken, and, being a pirate captain, she is a strong leader and refuses to be left out of things. She has no problem with leaping into dangerous situations. Being raised as male by pirates, Faris is defensive about her gender and even slips up in referring to herself as male or female. She can be defensive about her emotions and has a hard time expressing how she feels. She does have a caring side that comes out occasionally.

Faris Scherwiz

CR 1

XP 400

Female Hume Beastmaster 1

CN Medium Humanoid
Init +2; **Senses** Perception +4

Defense

AC 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge)
HP 15 (1d10+5)
Fort +6, **Reflex** +4, **Will** +0

Offense

Speed 30 ft.
Melee Greataxe +3 (1d12+3/x3)
Ranged Javelin +3 (1d6+2/x2)
Special Abilities [Rage](#) (8 rounds/day), [Animal Focus](#) (1 min./day)
Limit Breaks [Bestial Fury](#), [Mastery of Beasts](#) (1d6 non-elemental; 10-ft.-wide,60-ft.-line; Reflex DC 13 halves)

Tactics

During Combat Faris will flank with her animal companion as often as possible. Faris will only rage if she feels she needs the boost to get an edge on her foes. Faris will not back down from a fight unless she feel that she could lose her life.

Raging Statistics

When raging, her stats are: **AC** 13; **hp** 17 (+2 temp hp); **Will** +2; **Melee** Greataxe +5 (1d12+5/x3); **Ranged** Javelin +3 (1d6+4/x2)

Statistics

Str 14, **Dex** 14, **Con** 18, **Int** 10, **Wis** 10, **Cha** 14
Base Atk +1; **CMB** +4; **CMD** 16
Feats Dodge, Power Attack
Skills Acrobatics +6, Handle Animal +6, Intimidate +6, Perception +4
Languages Common
SQ [Animal Companion](#), [Wild Empathy](#)
Combat Gear Greataxe, Javelin x3, Masterwork Hide Shirt; **Other Gear** 1-Pint Flask, Bed Roll, Backpack, Trail Rations x3.

*Faris puts her favored class bonus into bonus Hit Points.

**If playing in a campaign that allows traits, Faris gains the “Reactionary” and “Orphaned” Traits.

Faris Scherwiz

CR 5

XP 1,600

Female Hume Beastmaster 5
CN Medium Humanoid
Init +2; **Senses** Perception +10

Defense

AC 17, touch 13, flat-footed 14 (+4 armor, +2 Dex, +1 dodge)

HP 55 (5d10+25)

Fort +8, Reflex +6, Will +1

Offense

Speed 30 ft.

Melee +1 Greataxe +9 (1d12+5/x3)

Ranged Javelin +7 (1d6+3/x2)

Special Abilities [Rage](#) (22 rounds/day), [Animal Focus](#) (5 min./day)

Limit Breaks [Bestial Fury](#), [Mastery of Beasts](#) (5d6 non-elemental; 10-ft.-wide,60-ft.-line; Reflex DC 14 halves)

Tactics

During Combat Faris will flank with her animal companion as often as possible, going into rage once battle begins. Faris will try to utilize her teamwork feats as often as possible. Faris will not back down from a fight unless she feel that she could lose her life.

Raging Statistics

When raging, her stats are: AC 15; hp 65 (+10 temp hp); Will +2;

Melee +1 Greataxe +11 (1d12+7/x3); Ranged Javelin +9 (1d6+5/x2)

Statistics

Str 17, Dex 14, Con 18, Int 10, Wis 10, Cha 14

Base Atk +5; CMB +8; CMD 20

Feats Dodge, Extra Rage, Power Attack, Step-up

Skills Acrobatics +8, Diplomacy +8, Handle Animal +10, Intimidate +8, Stealth +6, Perception +10

Languages Common

SQ [Animal Companion](#), [Wild Empathy](#), [Rage Powers](#) (Accurate Stance , Deadly Accuracy), [Empathic Link](#), [Nature Sense](#), [Alertness](#), [Woodland Stride](#), [Track](#), [Beastmaster Tactics](#), [Teamwork Feat](#) [1/day] (Coordinated Reposition)

Combat Gear Javelin x5, +1 Greataxe, +1 Hide Shirt, Belt of Giant Strength +2, Hi-Potion x2, Speed Drink x2;

Other Gear 1-Pint Flask, Bed Roll, Backpack, Trail Rations x3, 100 gil.

Faris Scherwiz

CR 10

XP 9,600

Female Hume Beastmaster 10

CN Medium Humanoid

Init +3; Senses Perception +17

Defense

AC 22, touch 16, flat-footed 18 (+6 armor, +3 Dex, +1 dodge, +2 deflect)

HP 120 (10d10+60)

Fort +12, Reflex +10, Will +3

Offense

Speed 30 ft.

Melee +3 Greataxe +18/+13 (1d12+9/x3)

Ranged Javelin +13/+8 (1d6+4/x2)

Special Abilities [Rage](#) (33 rounds/day), [Animal Focus](#) (10 min./day), [Quarry](#), [Beast Shape](#)

Limit Breaks [Bestial Fury](#), [Mastery of Beasts](#) (10d6 non-elemental; 10-ft.-wide,60-ft.-line; Reflex DC 17 halves)

Tactics

During Combat Faris will flank with her animal companion as often as possible, going into rage once battle begins. Faris will try to utilize her teamwork feats as often as possible. Faris will not back down from a fight unless she feel that she could lose her life. When at sea, Faris will use her Beast Shape ability to fight in the water.

Raging Statistics

When raging, her stats are: **AC** 20; **hp** 140 (+20 temp hp); **Will** +2;

Melee +3 Greataxe +20/+15 (1d12+11/x3); **Ranged** Javelin +9 (1d6+6/x2)

Statistics

Str 18, **Dex** 16, **Con** 20, **Int** 10, **Wis** 10, **Cha** 14

Base Atk +10/+5; **CMB** +14; **CMD** 29

Feats Combat Reflexes, Dodge, Extra Rage, Power Attack, Step-up, Weapon Focus (Greataxe),

Skills Acrobatics +11, Diplomacy +10, Handle Animal +15, Intimidate +10, Stealth +11, Perception +17

Languages Common

SQ [Animal Companion](#), [Wild Empathy](#), [Rage Powers](#) (Accurate Stance , Deadly Accuracy, Fueled by Vengeance, Sharpened Accuracy, Internal Fortitude), [Empathic Link](#), [Nature Sense](#), [Alertness](#), [Woodland Stride](#), [Track](#), [Beastmaster Tactics](#), [Teamwork Feat](#) [1/day] (Coordinated Reposition, Precise Strike), [Speak with Animals](#), [Trackless Step](#), [Scent](#), [Improved Empathic Link](#), Second Animal Focus.

Combat Gear Javelin x5,+3 Greataxe, +3 Hide Shirt, Belt of Physical Perfection +2, Ring of Protection +2, X-Potion x3, Hi-Potion x2, Choco Feather x2; **Other Gear** 1-Pint Flask, Bed Roll, Backpack, Trail Rations x3, 300 gil.

Faris Scherwiz

CR 15

XP 51,200

Female Hume Beastmaster 15

CN Medium Humanoid

Init +3; **Senses** Perception +21

Defense

AC 25, touch 17, flat-footed 21 (+8 armor, +3 Dex, +1 dodge, +3 deflect)

HP 207 (15d10+120)

Fort +16, **Reflex** +12, **Will** +8

Offense

Speed 30 ft.

Melee +5 Greataxe +27/+22/+17 (1d12+15/19-20x3)

Ranged Javelin +18/+13/+8 (1d6+7/x2)

Special Abilities [Rage](#) (45 rounds/day), [Animal Focus](#) (15 min./day), [Quarry](#), [Beast Shape](#)

Limit Breaks [Bestial Fury](#), [Mastery of Beasts](#) (15d6 non-elemental; 10-ft.-wide,60-ft.-line; Reflex DC 19 halves)

Tactics

During Combat Faris will flank with her animal companion as often as possible, going into rage once battle begins. Faris will try to utilize her teamwork feats as often as possible. Faris will not back down from a fight unless she feel that she could lose her life. When at sea, Faris will use her Beast Shape ability to fight in the water.

Raging Statistics

When raging, her stats are: **AC** 23; **hp** 252 (+45 temp hp); **Will** +3;

Melee +5 Greataxe +30/+25/+20 (1d12+18/19-20 x3); **Ranged** Javelin +21/+16/+11 (1d6+9/x2)

Statistics

Str 22, **Dex** 17, **Con** 24, **Int** 10, **Wis** 12, **Cha** 14

Base Atk +15/+10/+5; **CMB** +22; **CMD** 34

Feats Bear's Balance, Combat Reflexes, Dodge, Extra Rage, Improved Critical (Greataxe), Iron Will, Power Attack, Step-up, Weapon Focus (Greataxe)

Skills Acrobatics +14, Diplomacy +10, Handle Animal +20, Intimidate +15 (+17 when not raging), Stealth +14, Perception +21

Languages Common

SQ [Animal Companion](#), [Wild Empathy](#), [Rage Powers](#) (Accurate Stance , Deadly Accuracy, Fueled by Vengeance, Sharpened Accuracy, Internal Fortitude), [Empathic Link](#), [Nature Sense](#), [Alertness](#), [Woodland Stride](#), [Track](#), [Beastmaster Tactics](#), [Teamwork Feat](#) [1/day] (Coordinated Reposition, Precise Strike, Intercept Charge), [Speak with Animals](#), [Trackless Step](#), [Scent](#), [Improved Empathic Link](#), [Greater Rage](#), [Swift Tracker](#), [Improved Quarry](#), Second Animal Focus, Third Animal Focus.

Combat Gear Javelin x5,+5 Greataxe, +5 Hide Shirt, Champion Belt, Nimble Bracer, Ring of Protection +3, Phoenix Down x2, X-Potion x3, Cure Potion, Choco Wing; **Other Gear** 1-Pint Flask, Bed Roll, Backpack, Trail Rations x3, 50 gil.