

## Amazon Stats (EL varies)

**Amazon Guard Ftr4/Azn1:** CR 6; Medium Humanoid (human); HD 5d10+10; 40 hp; Init +3; Spd 30 ft.; AC 23, touch 14, flat-footed 20; Base Atk +5; Grp +6; Atk *fineblade* +8 melee (1d8+3/15-20) or assault rifle +9 ranged (1d12/x3) or grenade +8 ranged (6d6 in 20 ft. burst); Space/Reach 5 ft./5 ft.; SQ fast movement; AL LN; SV Fort +7, Ref +6, Will +3; Str 13, Dex 16, Con 14, Int 10, Wis 10, Cha 12.

*Skills & Feats:* Climb +9, Jump +9, Knowledge (war) +8; Dodge, Iron Will, Lightning Reflexes, Mobility, Spring Attack, Technical Proficiency, Weapon Focus (rapier), Weapon Specialization (rapier).

*Gear:* Amazon girding, HUD w/ darkvision 90 ft. and low-light vision, masterwork *fineblade* (keenblade), assault rifle w/ laser sight, six clips (50), 4 concussion grenades, 2 adhesive grenades, tactical communicator, personal communicator, datapad, *ring of protection* +1.

**Amazon Commando Ftr4/Azn3:** CR 8; Medium Humanoid (human); HD 7d10+14; 56 hp; Init +3; Spd 30 ft.; AC 24, touch 14, flat-footed 21; Base Atk +7; Grp +8; Atk *fineblade* +13 melee (1d8+4/15-20) or assault rifle +11 ranged (1d12/x3) or grenade +10 ranged (6d6 in 20 ft. burst); Full Atk *fineblade* +13/+8 melee (1d8+4/15-20) or assault rifle +11/+6 ranged (1d12/x3) or grenade +10/+5 ranged (6d6 in 20 ft. burst); Space/Reach 5 ft./5 ft.; SA precise strike +1d6; SQ fast movement; AL LN; SV Fort +8, Ref +7, Will +4; Str 13, Dex 16, Con 14, Int 10, Wis 10, Cha 12.

*Skills & Feats:* Climb +8, Diplomacy +4, Jump +8, Knowledge (war) +10, Sense Motive +3; Dodge, Iron Will, Lightning Reflexes, Mobility, Point Blank Shot, Spring Attack, Technical Proficiency, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier).

*Gear:* Amazon girding +1, HUD w/ darkvision 90 ft. and low-light vision, *fineblade* +1 (keenblade), assault rifle w/ laser sight, six clips (50), 4 concussion grenades, 2 adhesive grenades, 2 *cure moderate wounds* patches, tactical communicator, personal communicator, datapad, *ring of protection* +1.

Note: CR adjusted +1 for advanced technology equipment.
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**Amazon Officer Ftr4/Azn4:** CR 9; Medium Humanoid (human); HD 8d10+16; 64 hp; Init +3; Spd 30 ft.; AC 25, touch 14, flat-footed 22; Base Atk +8; Grp +10; Atk *fineblade* +14 melee (1d8+5/15-20) or assault rifle +13 ranged (1d12/x3) or grenade +12 ranged (6d6 in 20 ft. burst); Full Atk *fineblade* +14/+9 melee (1d8+5/15-20) or assault rifle +13/+8 ranged (1d12/x3) or grenade +12/+7 ranged (6d6 in 20 ft. burst); Space/Reach 5 ft./5 ft.; SA precise strike +1d6; SQ fast movement; AL LN; SV Fort +9, Ref +7, Will +4; Str 14, Dex 16, Con 14, Int 12, Wis 10, Cha 12.

*Skills & Feats:* Climb +9, Diplomacy +5, Jump +9, Knowledge (war) +12, Pilot +14, Sense Motive +4; Dodge, Iron Will, Leadership, Lightning Reflexes, Mobility, Point Blank Shot, Spring Attack, Technical Proficiency, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier).

*Gear:* Amazon girding +2, HUD w/ darkvision 90 ft. and low-light vision, *fineblade* +1 (keenblade), assault rifle w/ laser sight, six clips (50), 4 concussion grenades, 2 adhesive grenades, 2 *cure serious wounds* patches, tactical communicator, personal communicator, datapad, *ring of protection* +1.

**Amazon Knight Ftr4/Azn4/AzK1:** CR 10; Medium Humanoid (human); HD 9d10+18; 72 hp; Init +3; Spd 40 ft.; AC 26, touch 14, flat-footed 23; Base Atk +9; Grp +11; Atk *fineblade* +15 melee (1d8+5/15-20) or assault rifle +14 ranged (1d12/x3) or grenade +13 ranged (6d6 in 20 ft. burst); Full Atk *fineblade* +15/+10 melee (1d8+5/15-20) or assault rifle +14/+9 ranged (1d12/x3) or grenade +13/+8 ranged (6d6 in 20 ft. burst); Space/Reach 5 ft./5 ft.; SA precise strike +2d6; SQ fast movement; AL LN; SV Fort +11, Ref +9, Will +4; Str 14, Dex 16, Con 14, Int 12, Wis 10, Cha 12.

*Skills & Feats:* Climb +9, Diplomacy +8, Jump +9, Knowledge (war) +13, Pilot +15, Sense Motive +5; Dodge, Iron Will, Leadership, Lightning Reflexes, Mobility, Point Blank Shot, Precise Shot, Spring Attack, Technical Proficiency, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier).

*Gear:* Improved Amazon girding, HUD w/ darkvision 90 ft. and low-light vision, *fineblade* +1 (keenblade), assault rifle w/ laser sight, six clips (50), 4 concussion grenades, 2 adhesive grenades, 2 *cure serious wounds* patches, tactical communicator, personal communicator, datapad, *ring of protection* +1, *amulet of natural armor* +1.

## Amazonian Arcane Commandos

### Amazon Arcane Commando Rgr5/Wiz1/

**ArC1:** CR 8; Medium Humanoid (human); HD 5d8+1d6+1d4+14; 49 hp; Init +2; Spd 30 ft.; AC 20, touch 13, flat-footed 18; Base Atk +5; Grp +4; Atk *fineblade* +6 melee (1d8/15-20) or assault rifle +8 ranged (1d12/x3); Space/Reach 5 ft./5 ft.; SA spells; SQ wild empathy, favored enemies (monstrous humanoid +4, humans +2), animal companion, familiar, armored caster; AL N; SV Fort +8, Ref +8, Will +4; Str 8, Dex 14, Con 14, Int 15, Wis 12, Cha 10.

*Skills & Feats:* Climb +3, Concentration +11, Hide +11, Jump +3, Knowledge (war) +10, Listen +1; Move Silently +11, Search +10, Spellcraft +5, Spot +9, Survival +9; Combat Casting, Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Scribe Scroll, Still Spell, Technical Proficiency, Track.

*Spells Prepared* (3/2; save DC 12 + spell level): 0th—*detect magic, light, ghost sound*; 1st—*charm person, obscuring mist*.

*Gear:* *Combat fatigues* +1, HUD w/ darkvision 90 ft. and low-light vision, *fineblade* +1 (keenblade), assault rifle w/ laser sight, six clips (50), *wand of magic missiles* (CL 5th), 2 adhesive grenades, 2 *cure moderate wounds* patches, tactical communicator, personal communicator, datapad, *ring of protection* +1.

### Amazon Arcane Commando Rgr5/Wiz1/

**ArC3:** CR 10; Medium Humanoid (human); HD 5d8+3d6+1d4+18; 60 hp; Init +2; Spd 30 ft.; AC 21, touch 13, flat-footed 19; Base Atk +7; Grp +6; Atk *fineblade* +8 melee (1d8/15-20) or assault rifle +11 ranged (1d12+1/x3); Full Atk *fineblade* +8/+3 melee (1d8/15-20) or assault rifle +11/+6 ranged (1d12+1/x3); Space/Reach 5 ft./5 ft.; SA spells, sneak attack +1d6; SQ wild empathy, favored enemies (monstrous humanoid +4, humans +2), animal companion, familiar, armored caster, improved combat casting; AL N; SV Fort +9, Ref +9, Will +5; Str 8, Dex 14, Con 14, Int 16, Wis 12, Cha 10.

*Skills & Feats:* Climb +3, Concentration +15, Hide +15, Jump +3, Knowledge (war) +13, Listen +1; Move Silently +15, Search +11, Spellcraft +8, Spot +11, Survival +9; Autofire, Combat Casting, Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Scribe Scroll, Still Spell, Technical Proficiency, Track.

*Spells Prepared* (4/3; save DC 13 + spell level): 0th—*detect magic, mage hand, open/close, prestidigitation*; 1st—*charm person, obscuring mist, shield*.

*Gear:* *Combat fatigues* +2, HUD w/ darkvision 90 ft. and low-light vision, *fineblade* +1 (keenblade), *assault rifle* +1 w/ laser sight, six clips (50), *wand of magic missiles* (CL 5th), 2 adhesive grenades, 2 *cure moderate wounds* patches, 2 *haste* patches, tactical communicator, personal communicator, datapad, *ring of protection* +1.

### Amazon Arcane Commando Rgr5/Wiz1/

**ArC5:** CR 12; Medium Humanoid (human); HD 5d8+5d6+1d4+18; 71 hp; Init +3; Spd 30 ft.; AC 23, touch 14, flat-footed 20; Base Atk +8; Grp +7; Atk *fineblade* +10 melee (1d8+1/15-20) or assault rifle +13 ranged (1d12+1/x3); Full Atk *fineblade* +10/+5 melee (1d8+1/15-20) or assault rifle +13/+8 ranged (1d12+1/x3); Space/Reach 5 ft./5 ft.; SA spells, sneak attack +2d6; SQ wild empathy, favored enemies (monstrous humanoid +4, humans +2), animal companion, familiar, armored caster, improved combat casting; AL N; SV Fort +11, Ref +12, Will +6; Str 8, Dex 16, Con 14, Int 16, Wis 12, Cha 10.

*Skills & Feats:* Climb +3, Concentration +17, Hide +18, Jump +3, Knowledge (war) +15, Listen +1; Move Silently +18, Search +11, Spellcraft +10, Spot +13, Survival +9; Autofire, Combat Casting, Crack Shot, Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Scribe Scroll, Still Spell, Technical Proficiency, Track.

*Spells Prepared* (4/3/2; save DC 13 + spell level): 0th—*detect magic, mage hand, open/close, prestidigitation*; 1st—*charm person, obscuring mist, shield*; 2nd—*alter self, protection from arrows*.

*Gear:* *Combat fatigues* +2, HUD w/ darkvision 90 ft. and low-light vision, *fineblade* +2 (keenblade), *assault rifle* +1 w/ laser sight, six clips (50), *wand of magic missiles* (CL 5th), *wand of invisibility* (CL 5th), 2 adhesive grenades, 2 *cure moderate wounds* patches, 2 *haste* patches, tactical communicator, personal communicator, datapad, *gloves of dexterity* +2, *ring of protection* +1, *amulet of natural armor* +1, *cloak of resistance* +1.

Note: CR adjusted +1 for advanced technology equipment.
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