

# AMIRI

BARBARIAN

3

**ANCESTRY** HUMAN (VERSATILE) **BACKGROUND** HUNTER

**SPEED** 25 FEET

**PERCEPTION** +7 (EXPERT; +9 WHEN ROLLING FOR INITIATIVE)

**ALIGNMENT** CHAOTIC NEUTRAL

**LANGUAGES** COMMON, HALLIT

**STRENGTH**

**STR** 18 (+4)

**DEXTERITY**

**DEX** 14 (+2)

**CONSTITUTION**

**CON** 14 (+2)

**INTELLIGENCE**

**INT** 10 (+0)

**WISDOM**

**WIS** 10 (+0)

**CHARISMA**

**CHA** 12 (+1)

## STRIKES

**MELEE** +1 *bastard sword* +9 (clumsy 1 while using; two-hand d12), 1d8+4 slashing (1d8+10 when raging)

**RANGED** javelin +7 (thrown 30 feet), 1d6+4 piercing

## SKILLS

**ACROBATICS (DEX)**

+7 •

**CRAFTING (INT)**

+0

**INTIMIDATION (CHA)**

+8 ••

**MEDICINE (WIS)**

+0

**PERFORMANCE (CHA)**

+1

**STEALTH (DEX)**

+2

**ARCANA (INT)**

+0

**DECEPTION (CHA)**

+1

**TANNING LORE (INT)**

+5 •

**NATURE (WIS)**

+5 •

**RELIGION (WIS)**

+0

**SURVIVAL (WIS)**

+5 •

**ATHLETICS (STR)**

+9 •

**DIPLOMACY (CHA)**

+1

**LORE (OTHER)**

+0

**OCCULTISM (INT)**

+0

**SOCIETY (INT)**

+0

**THIEVERY (DEX)**

+2

• = TRAINED •• = EXPERT ••• = MASTER

## FEATS AND ABILITIES

**ANCESTRY ABILITIES** Natural Ambition\* (Raging Intimidation)

**CLASS FEATS** No Escape, Raging Intimidation, Sudden Charge

**GENERAL FEATS** Diehard, Incredible Initiative

**SKILL FEATS** Assurance (Athletics), Intimidating Glare, Survey Wildlife

**CLASS FEATURES** anathema, deny advantage, giant instinct, Rage

\*Abilities with an asterisk have already been calculated into Amiri's statistics and do not appear elsewhere.

## DEFENSES

**HIT POINTS**

50

**FORTITUDE**

+9

**ARMOR CLASS**

20

**REFLEX**

+7

**WILL**

+7

# PATHFINDER

## EQUIPMENT

**BULK** Current 5, 6 L; Stowed 1, 1 L

**WORN** backpack, +1 *Large bastard sword*, cheetah's elixir, healer's tools, hide armor, javelin (4), minor elixir of life, *savior spike* (affixed to hide armor), *wayfinder*

**STOWED** bedroll, chalk (10 pieces), flint and steel, grappling hook, rations (2 weeks), rope (50 feet), soap, torch (5), waterskin

**WEALTH** 2 gp, 8 sp



## WHAT IS A BARBARIAN?

You are a powerful warrior and survivalist, capable of tapping into your inner rage and a guiding instinct to unlock devastating combat abilities.

-1 to AC when Raging, -1 to AC when wielding Large bastard sword (penalties stack)

## EQUIPMENT

The following rules apply to Amiri's equipment.

**Backpack:** A backpack can hold up to 4 Bulk worth of items. If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible. The first 2 Bulk of items stowed in your backpack do not count against your Bulk limits (and are not included in your worn Bulk).

☐ **Cheetah's Elixir** (alchemical, consumable, elixir) **Activate** ♦ (Interact); **Effect** Upon drinking this elixir, you gain a +5 foot status bonus to your speed for 1 minute.

**Clumsy 1 (condition):** You take a -1 status penalty to Dexterity-based checks and DCs, such as AC, Reflex saves, ranged attack rolls, and skill checks using Acrobatics, Stealth, and Thievery. You are clumsy 1 while you wield your Large bastard sword (this is not reflected in your AC, skills, or saves, but it is reflected in your accuracy with the bastard sword).

☐ **Elixir of Life, Minor** (alchemical, consumable, elixir, healing) **Activate** ♦ (Interact); **Effect** Upon drinking this elixir, you regain 1d6 Hit Points and gain a +1 item bonus to saving throws against diseases and poisons for 10 minutes.

**Healer's Tools:** This kit of bandages, herbs, and suturing tools is necessary for Medicine checks to Administer First Aid, Treat a Disease, Treat a Poison, or Treat Wounds.

☐ **Savior Spike** (abjuration, consumable, force, magical, talisman) **Activate** ♦ (command); **Effect** Before you attempt a check to Grab an Edge, you can Activate this spike to steady yourself. If you roll a success, you get a critical success instead. If you roll a critical failure, you get a failure instead.

**Thrown (trait):** You can throw this weapon as a ranged attack. A thrown weapon adds your Strength modifier to damage just like a melee weapon does. When this trait appears on a melee weapon, it also includes the range increment in feet.

**Two-Hand (trait):** This weapon can be wielded with two hands, changing its weapon damage die to the indicated value.

**Wayfinder:** This magical device functions as a compass. An indentation in the middle of the *wayfinder* can hold a single *aeon stone*. Placing an *aeon stone* in this indentation provides you all the benefits of having the *aeon stone* orbiting your head, but protects the stone from being noticed or stolen easily.

**Activate** ♦ command; **Effect** The *wayfinder* is targeted by a 1st-level *light* spell, causing it to glow with bright light in a 20-foot radius (and dim light for the next 20 feet) like a torch.

## FEATS AND ABILITIES

Amiri's feats and abilities are described below.

**Anathema:** It is anathema for you to fail to face a personal challenge of strength. You lose the benefits of the giant instinct ability if you violate your anathema.

**Assurance (Athletics):** You can forgo rolling an Athletics check to instead receive a result of 15 (do not apply any other modifiers).

**Demoralize** ♦ (auditory, concentrate, emotion, mental): You attempt to frighten a creature within 30 feet of you who you're aware of. Attempt an Intimidation check against the target's Will DC. No matter the result, the target is temporarily immune to your attempts to Demoralize it for 10 minutes.

**Critical Success** The target becomes frightened 2.

**Success** The target becomes frightened 1.

**Deny Advantage:** You aren't flat-footed to hidden, undetected, or flanking creatures of your level or lower, or creatures of your level or lower using surprise attack. However, they can still help their allies flank.

**Diehard:** You are harder to kill than most. You die when you reach dying 5, rather than dying 4.

**Giant Instinct:** Your rage gives you the raw power of a giant. You can use a weapon that is built for a Large creature, though you gain the clumsy 1 condition because of the weapon's unwieldy size.

**Incredible Initiative:** You gain a +2 circumstance bonus to initiative rolls.

**Intimidating Glare:** You can Demoralize with a mere glare. When you do, Demoralize loses the auditory trait and gains the visual trait, and you don't take a penalty if the creature doesn't understand your language.

**No Escape** ♦ (rage) **Trigger** A foe within reach tries to move away from you; **Effect** Stride up to your Speed, following the foe and keeping it in reach throughout its movement until it stops moving or you've moved your full Speed. You can use No Escape to Burrow, Climb, Fly, or Swim instead of Stride if you have the corresponding movement type. The rage trait means that you must raging to use No Escape.

**Rage** ♦ (concentrate, emotion, mental) **Requirements** You are not fatigued or already raging; **Effect** You can tap into your inner fury and begin raging. You gain 5 temporary Hit Points. Your rage lasts for 1 minute, until there are no enemies you can perceive, or until you fall unconscious, whichever comes first. You can't voluntarily stop raging. While you are raging, you:

- Deal 6 additional damage with melee weapons and unarmed attacks.
- Take a -1 penalty to AC.
- Can't use actions with the concentrate trait unless they also have the rage trait. You can Seek while raging.

**Raging Intimidation:** You can use the Demoralize action while raging and gain Intimidating Glare as an additional skill feat.

**Sudden Charge** ♦♦ (flourish, open) You dash up to a foe and swing. Stride twice. If you end your movement within melee reach of at least one enemy you can make a melee Strike against that enemy. You can use Sudden Charge while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type. Because Sudden Charge has the flourish and open traits, you can only use Sudden Charge if you haven't used an action with the attack, flourish, or open trait yet this turn.

**Survey Wildlife:** You can spend 10 minutes assessing the area around you to find out what creatures are nearby based on nests, scat, and marks on vegetation. Attempt a Survival check against a DC determined by the GM based on how obvious the signs are. On a success, you can attempt a Recall Knowledge check with a -2 penalty to learn more about the creatures just from these signs.