AMIRI

PATHFINDER PLAYTEST

ANCESTRY HUMAN (KELLID) BACKGROUND HUNTER

CLASS BARBARIAN 1 PERCEPTION +3 (EXPERT)

ALIGNMENT CHAOTIC NEUTRAL

LANGUAGES COMMON, HALLIT

STRENGTH		DEXTERITY		CONSTITUTION	
STR	18 (+4) MODIFIER	DEX	14 (+2) MODIFIER	CON	14 (+2) MODIFIER

INTELLIGENCE		WISDOM		CHARISMA	
INT	10 (+0) MODIFIER	WIS	12 (+1) MODIFIER	CHA	10 (+0) MODIFIER

ACTIONS

SPEED: 25 FEET

MELEE: Large bastard sword +4 (1d8+4 slashing); sluggish 1, two-hand 1d12+4

MELEE: hatchet +5 (1d6+4 slashing); agile, sweep, thrown 10 feet

RANGED: hatchet +3 (1d6+4 slashing); agile, sweep, thrown 10 feet

RANGED: javelin +3 (1d6+4 piercing); thrown 30 feet

SKILLS

ACROBATICS −2	ARCANA −1	ATHLETICS +2 (+5) T
CRAFTING −1	DECEPTION −1	DIPLOMACY −1
INTIMIDATION +1 T	LORE (HUNTING) +1 T	LORE (OTHER) −1
MEDICINE +0	NATURE +0	OCCULTISM −1
PERFORMANCE −1	RELIGION +0	SOCIETY −1
STEALTH −2	SURVIVAL +2 T	THIEVERY −2

*Use the bonus in parentheses for Athletic checks that have the attack trait, including Break Open, Disarm, Grapple, Shove, and Trip

FEATS AND ABILITIES

ANCESTRY FEATS: General Training

CLASS FEATS: Sudden Charge

GENERAL FEATS: Fast Recovery

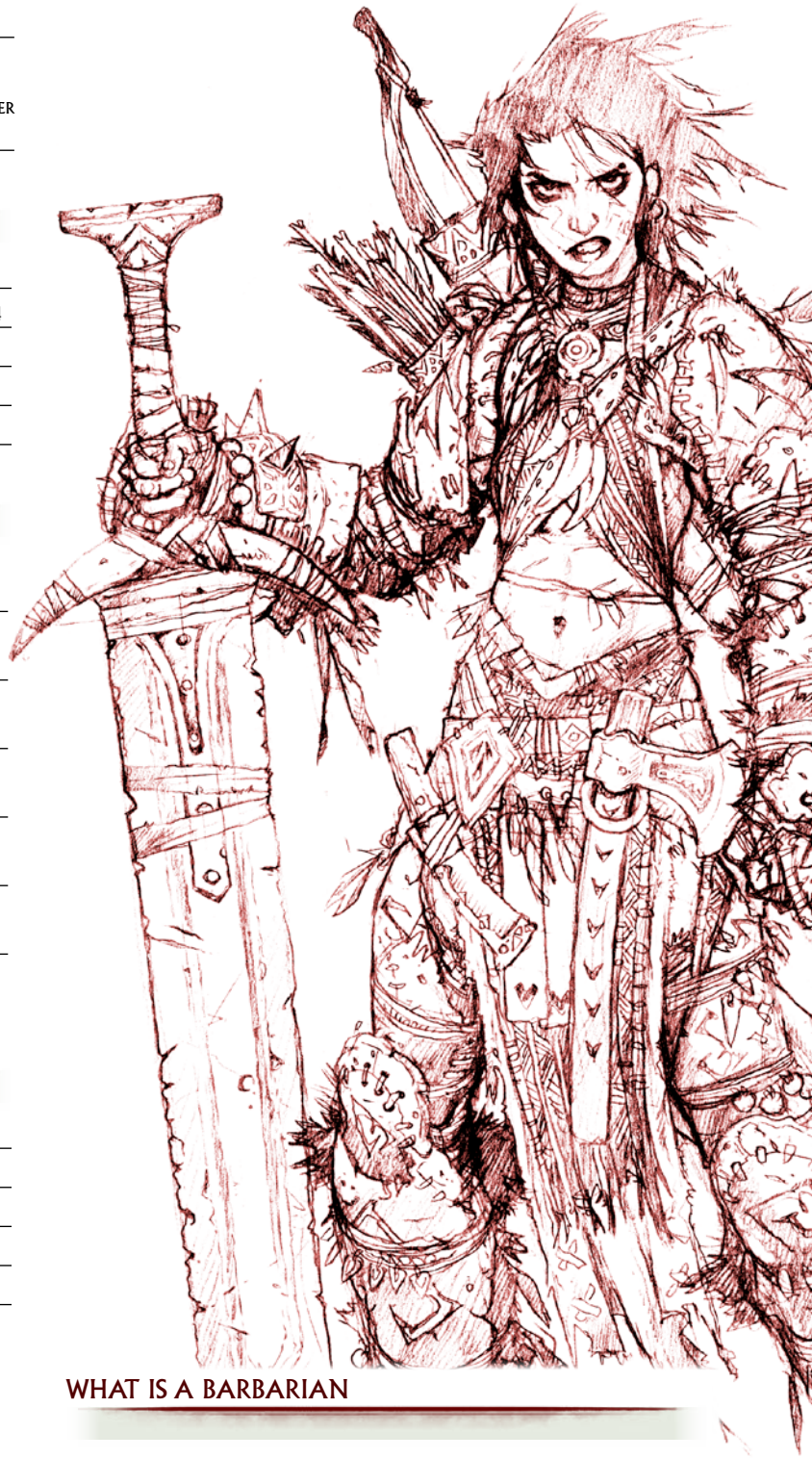
SKILL FEATS: Survey Wildlife

CLASS ABILITIES: Rage, Totem (giant)

DEFENSES

HIT POINTS	ARMOR CLASS	TOUCH AC
22	16	13

FORTITUDE	REFLEX	WILL
+4	+3	+3



WHAT IS A BARBARIAN

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

AMIRI

CLASS BARBARIAN 1

EQUIPMENT

BULK 6, 3L

WORN backpack, hide armor, ordinary clothing

WEAPONS Large bastard sword, hatchet, javelins (3)

STOWED bedroll, flint and steel, grappling hook, hammer, *minor healing potion*, pitons (5), rations (3 days), rope (hemp, 50 feet), sheath, torches (10), waterskin

WEALTH 14 silver, 7 copper

RESONANCE POINTS 1

The following rules apply to Amiri's equipment.

Agile (trait): The multiple attack penalty you take on the second attack each round with this weapon is –4 instead of –5, and –8 instead of –10 on the third and any further attacks in the round.

☐ **Healing Potion, Minor:** This potion restores 1d8 Hit Points.

Sweep (trait): This weapon makes wide sweeping or spinning attacks, making it easier to attack multiple enemies. When you attack with this weapon, you gain a +1 circumstance bonus on your attack roll if you already attempted an attack this turn against a different creature from your target.

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. Doing so changes its weapon damage die to the indicated value. If this trait applies to a magic weapon, the extra weapon damage dice from it being a magic weapon also increase in size while it's being wielded with two hands.

FEATS AND ABILITIES

Amiri's feats and abilities are described below. Her General Training feat is already applied in her character statistics.

Anathema (giant totem): It is anathema for you to refuse a personal challenge of your strength. Should you refuse such a challenge, you lose your Titan Mauler feat until you spend 1 day re-centering yourself.

Fast Recovery: You recover twice as many Hit Points from resting. Each time you succeed at a Fortitude save against an ongoing toxin, you reduce its stage by 2, or by 1 against a virulent toxin. Each critical success you achieve against an ongoing toxin reduces its stage by 3, or by 2 against a virulent toxin. In addition, you reduce the severity of your drained condition when you rest for a night by 2 instead of by 1. You reduce your enervated condition by 2 when you succeed at your Fortitude save or spend a day of downtime training, or by 3 if you critically succeed at your Fortitude save.

◆ **Rage:** You gain 3 temporary Hit Points and enter a state of pure rage that lasts for 3 rounds. You cannot perform this action if you are fatigued, raging, or wearing heavy armor. While you Rage, you are affected in three ways:

- Gain a +2 conditional bonus to damage rolls with melee weapons or unarmed strikes. The bonus is halved if your weapon or unarmed attack is agile. The bonus is +4 if your weapon is Large.
- Take a –1 penalty to AC.
- You can't use actions that have the concentrate trait unless they have the rage trait. The Seek basic action gains the rage trait while you're raging.

After you have stopped Raging, you lose any remaining temporary Hit Points you got from taking the Rage action, you can't Rage again for 1 round, and you are fatigued for 1 round. You can't voluntarily stop Raging. If you stop Raging before its usual duration expires, you are fatigued and can't Rage again until after the end of your next turn.

Fatigued (Condition): You're hampered 5. You take a –1 conditional penalty to AC and saving throws; each action you take during an encounter increases the penalty by 1 until the start of your next turn. The penalty increases after each action you take.

◆◆ **Sudden Charge:** With a quick sprint, you dash up to your foe and swing. Stride up to double your Speed. If you end the move within melee reach of at least one enemy, you can make a melee Strike against an enemy. You can Burrow, Climb, Fly, or Swim instead of Striding if you have the corresponding Speed.

Survey Wildlife: You can spend 10 minutes assessing the area around you to find out what animals are nearby, based on nests, scat, and marks on vegetation. Attempt a Survival check against a DC determined by the GM. If successful, you identify 1–2 types of animals that live in the environment, and you find tracks you can follow if you want to seek one out. On a critical success, you identify 3–4 types of animals and their tracks.

Titan Mauler: You can use a weapon built for a Large creature (both when Raging and normally). When you are wielding such a weapon in combat, double your conditional bonus from rage to damage rolls, but you have the sluggish 1 condition (see below) because of the weapon's unwieldy size. You can't remove this sluggish condition or ignore its penalties by any means while you're wielding the weapon.

Sluggish 1 (condition): You take a –1 conditional penalty to AC, attack rolls, Dexterity-based checks, and Reflex saves.