AMIRI

PATHFINDER PLAYTEST

ANCESTRY HUMAN (KELLID) **BACKGROUND** HUNTER

CLASS BARBARIAN 5 **PERCEPTION** +8 (EXPERT)

ALIGNMENT CHAOTIC NEUTRAL

LANGUAGES COMMON, HALLIT

STRENGTH		DEXTERITY		CONSTITUTION	
STR	18 (+4) MODIFIER	DEX	16 (+3) MODIFIER	CON	16 (+3) MODIFIER

INTELLIGENCE		WISDOM		CHARISMA	
INT	10 (+0) MODIFIER	WIS	14 (+2) MODIFIER	CHA	12 (+1) MODIFIER

ACTIONS

SPEED: 30 FEET

MELEE: *+1 Large bastard sword* +9 (2d8+4 slashing); sluggish 1, two-hand 2d12+4, versatile P

MELEE: hatchet +9 (1d6+4 slashing); agile, sweep, thrown 10 feet

RANGED: hatchet +8 (1d6+4 slashing); agile, sweep, thrown 10 feet

RANGED: javelin +8 (1d6+4 piercing); thrown 30 feet

SKILLS

ACROBATICS +4	ARCANA +3	ATHLETICS +8 (+10) E
CRAFTING +3	DECEPTION +4	DIPLOMACY +4
INTIMIDATION +7 E	LORE (HUNTING) +5 T	LORE (OTHER) +3
MEDICINE +5	NATURE +5	OCCULTISM +3
PERFORMANCE +4	RELIGION +5	SOCIETY +3
STEALTH +4	SURVIVAL +7 T	THIEVERY +4

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

FEATS AND ABILITIES

ANCESTRY FEATS: General Training*, Haughty Obstinancy

CLASS FEATS: Raging Athlete, Raging Courage, Sudden Charge

GENERAL FEATS: Fast Recovery, Fleet*

SKILL FEATS: One-Handed Climber, Quick Jump, Survey Wildlife

CLASS ABILITIES: Critical Brutality, Deny Advantage, Rage, Totem (Giant)

*Abilities marked with an asterisk are already reflected in other statistics

DEFENSES

HIT POINTS	ARMOR CLASS	TOUCH AC
83	22	19

FORTITUDE	REFLEX	WILL
+10	+9	+9

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 5

EQUIPMENT

BULK 6, 9L

WORN backpack, *+1 hide armor**

WEAPONS *+1 Large bastard sword**, hatchet, javelins (3)

STOWED *barkskin potion*, bedroll, *bracers of missile deflection**, bravo's brew, climbing kit (expert; hemp rope [50 feet], 3 pulleys, 12 pitons, hammer, grappling hook, crampons), eagle eye elixirs (2), flint and steel, *lesser healing potions* (3), liquid ice (2), rations (3 days), sheath, torches (5), waterskin, *wolf fang*

WEALTH 1 gold, 8 silver, 2 copper

RESONANCE POINTS 6 (4 remaining)

The following rules apply to Amiri's equipment.

Amiri is assumed to have invested resonance in equipment marked with an asterisk (*) above.

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.

Bracers of Missile Deflection: ◆ When a ranged weapon strikes you while you aren't flat-footed, you can activate these bracers to gain a +2 circumstance bonus to AC against the triggering attack. You can activate the bracers once per 10 minutes.

☐ **Bravo's Brew**: Imbibing this grants a +3 item bonus to Will saves against fear (increasing your total bonus by 2) for 1 hour.

Climbing Kit (Expert): This kit contains numerous climbing tools that provide a +1 item bonus to Athletics checks to Climb. The tools also let you attach yourself to the wall you're climbing (moving half as quickly as normal, minimum 5 feet), letting you attempt a DC 5 flat check whenever you critically fail to prevent a fall. Only one climber can gain these benefits at a time.

☐ ☐ **Eagle Eye Elixir**: After drinking this elixir, you gain a +1 item bonus on Perception checks, and a +2 item bonus on Perception checks to find secret doors and traps. This lasts for 1 hour.

☐ ☐ ☐ **Healing Potion, Lesser**: This potion restores 2d8+4 Hit Points.

☐ ☐ **Liquid Ice** (bomb): A thrown liquid ice deals 1d4 points of cold damage, causes the target to be hampered 10 feet until the end of its next turn, and deals 1 point of cold splash damage.

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 to the indicated value.

Versatile (trait): A versatile weapon can be used to deal an alternate damage type listed. For instance, a piercing weapon that has "versatile S" can be used to deal piercing or slashing damage. Choose the damage type each time you make an attack.

☐ **Wolf Fang**: ◆ When you succeed at a Trip, you can expend this trinket to deal 4 bludgeoning damage to the target of your Trip.

FEATS AND ABILITIES

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

Anathema: Due to your connection to the 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 recentering yourself.

Critical Brutality: While you are Raging, you gain the following critical specialization effects with melee weapons. Other such effects are found on page 183 of the *Pathfinder Playtest Rulebook*.

Bastard Sword: The target becomes flat-footed for 1 round.

Handaxe: Choose one creature adjacent to the target and within reach. If your attack roll would also hit that creature, you deal 1d6 damage to that creature.

Deny Advantage: You are not considered flat-footed by creatures of 5th level or lower who are flanking you. You are not considered flat-footed against attacks from sensed or unseen creatures of 5th level or lower.

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 by 2 when you rest for a night 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, and by 3 when you critically succeed at your Fortitude save.

Haughty Obstinacy: Your powerful ego makes it harder for others to order you around. If you succeed at a saving throw against a mental elect that attempts to directly control your actions, you critically succeed instead. If a creature fails to Coerce you using the Intimidation skill, it treats the result as a critical failure instead (so it can't try to Coerce you again for 1 week).

One-Handed Climber: You can climb even if one of your hands is occupied. You must still have one hand and two legs available for climbing.

Quick Jump: You can use High Jump and Long Jump as a single action instead of as 2 actions. If you do, you don't perform the initial Stride, and you don't need to have moved 10 feet.

◆◆ **Rage**: You gain 8 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 you in three ways:

- Gain a +3 conditional bonus to damage rolls with melee weapons or unarmed strikes. The bonus is only +1 if your weapon or unarmed attack is agile. The bonus is +6 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.

Raging Athlete: When you Rage, you gain a climb Speed of 30 feet and a swim Speed of 30 feet.

Raging Courage: When you Rage, reduce your frightened condition by 1.

◆◆ **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 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.The attack roll penalty is already included in the accuracy of her bastard sword.