

AMIRI

BARBARIAN

5

ANCESTRY HUMAN (VERSATILE)

BACKGROUND HUNTER

SPEED 25 FEET

PERCEPTION +9 (EXPERT;
+11 WHEN ROLLING FOR INITIATIVE)

ALIGNMENT CHAOTIC NEUTRAL

LANGUAGES COMMON, HALLIT

STRENGTH

STR 19 (+4)

DEXTERITY

DEX 16 (+3)

CONSTITUTION

CON 16 (+3)

INTELLIGENCE

INT 10 (+0)

WISDOM

WIS 10 (+0)

CHARISMA

CHA 14 (+2)

STRIKES

MELEE +1 striking *Large bastard sword* +13 (clumsy 1 while using;
two-hand d12), 2d8+4 slashing (2d8+10 when raging)

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

SKILLS

ACROBATICS (DEX)

+11 •

CRAFTING (INT)

+0

INTIMIDATION (CHA)

+11 ••

MEDICINE (WIS)

+7 •

PERFORMANCE (CHA)

+2

STEALTH (DEX)

+10 •

ARCANA (INT)

+0

DECEPTION (CHA)

+2

TANNING LORE (INT)

+7 •

NATURE (WIS)

+7 •

RELIGION (WIS)

+0

SURVIVAL (WIS)

+8 •

ATHLETICS (STR)

+13 ••

DIPLOMACY (CHA)

+2

LORE (OTHER: INT)

+0

OCCULTISM (INT)

+0

SOCIETY (INT)

+0

THIEVERY (DEX)

+3

• = TRAINED •• = EXPERT ••• = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES Natural Ambition* (Raging Intimidation), Natural Skill*

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

GENERAL FEATS Diehard, Incredible Initiative

SKILL FEATS Assurance (Athletics), Intimidating Glare, Rapid Mantel, Survey Wildlife

CLASS FEATURES anathema, brutality, 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

83

FORTITUDE

+12

ARMOR CLASS

22

REFLEX

+10

WILL

+9

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

PATHFINDER

EQUIPMENT

BULK Worn: 5, 7 L; Stowed: 1, 1 L

WORN backpack, +1 striking *Large bastard sword*, bracelet of dashing, coyote cloak, lesser elixir of life, minor elixir of life, hide armor, javelins (4), healer's tools, wayfinder

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

WEALTH 4 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.

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).

Bracelet of Dashing: This silver bracelet grants you a +1 item bonus to Acrobatics checks (factored in). **Activate** ⚡ (command) **Frequency** 1/day; **Effect** You get a +10-foot status bonus to Speed for 1 minute.

Coyote Cloak: This dusty cloak grants a +1 item bonus to Survival checks (factored in). If you critically succeed at your Survival check to Subsist, you can feed twice as many additional creatures.

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).

Grappling Hook: You can throw a grappling hook with a rope tied to it to make a climb easier. To anchor a grappling hook, make a secret attack roll against a DC depending on the target (typically 20). On a success, your hook has a firm hold, but on a critical failure, the hook seems like it will hold but actually falls when you're partway through.

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.

☐ **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.

☐ **Elixir of Life, Lesser** (alchemical, consumable, elixir, healing) **Activate** ⚡ (Interact); **Effect** Upon drinking this elixir, you regain 3d6+6 Hit Points and gain a +1 item bonus to saving throws against diseases and poisons for 10 minutes.

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 can be used as a compass. When an *aeon stone* is slotted into a *wayfinder*, the *wayfinder* can draw out the *aeon stone's* resonant power.

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. If you violate your anathema, you deal only 2 additional points of damage while raging and wielding your Large bastard sword.

Assurance (Athletics): You can forgo rolling an Athletics check to instead receive a result of 19 (do not apply any other modifiers).

Brutality: When raging, critical successes with your bastard sword make the target flat-footed until the start of your next turn.

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 gains the clumsy 1 condition while you do so, 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 doesn'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 8 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 2 additional points of damage with melee weapons and unarmed attacks (instead deal 6 additional damage with your Large bastard sword).

- Take a -1 penalty to AC

- Can't use actions that have the concentrate trait unless they also have the rage trait. You can Seek while raging.

Raging Athlete: While you are raging, you gain a climb Speed and swim Speed equal to your land Speed, the DC of High Jumps and Long Jumps decreases by 10, and your Leap distance increases by 5 feet when you jump horizontally and by 2 feet when you jump vertically.

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

Rapid Mantel: When you Grab an Edge, you can pull yourself onto that surface and stand. You can use Athletics instead of a Reflex save to Grab an Edge.

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 your 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.