

GRIMMYR

GUARDIAN

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ANCESTRY	JOTUNBORN (KEEPER)	BACKGROUND	NOMAD
SPEED	25 FEET	PERCEPTION	+5 (TRAINED)
SENSES	LOW-LIGHT VISION		
LANGUAGES	COMMON, JOTUN	CLASS DC	17
STRENGTH		DEXTERITY	
STR	+4	DEX	+0
INTELLIGENCE		WISDOM	
INT	+0	WIS	+2
		CHARISMA	
		CHA	+0

DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS	RESISTANCES
	25	17	PHYSICAL 1
FORTITUDE	REFLEX	WILL	
+8	+3	+7	

STRIKES

MELEE	- war flail +7 [+2/-3] (disarm, sweep, trip), 1d10+4 bludgeoning - gauntlet +7 [+3/-1] (agile, free-hand), 1d4+4 bludgeoning - dagger +7 [+3/-1] (agile, thrown 10 feet, versatile S), 1d4+4 piercing
RANGED	dagger +3 [-1/-5] (agile, thrown 10 feet, versatile S), 1d4+4 piercing

SKILLS

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
+0	+0	+7 ●
CRAFTING (INT)	DECEPTION (CHA)	DIPLOMACY (CHA)
+0	+0	+3 ●
INTIMIDATION (CHA)	FRAY LORE (INT)	LORE (OTHER; INT)
+3 ●	+3 ●	+0
MEDICINE (WIS)	NATURE (WIS)	OCCULTISM (INT)
+5 ●	+5 ●	+0
PERFORMANCE (CHA)	RELIGION (WIS)	SOCIETY (INT)
+0	+5 ●	+0
STEALTH (DEX)	SURVIVAL (WIS)	THIEVERY (DEX)
+0	+5 ●	+0

● = TRAINED ●● = EXPERT ●●● = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES	low-light vision, iivlar weaving, Caretaker's Intuition
CLASS FEATS	Long-Distance Taunt
SKILL FEATS	Assurance (Survival), Survey Wildlife
CLASS ABILITIES	guardian's armor, guardian's techniques (ever ready, Intercept Attack) , Taunt

EQUIPMENT

BULK	Current 4, 5L; Maximum 14 Bulk
WORN	backpack, breastplate, dagger (2), gauntlet (2), war flail
STOWED	bedroll, chalk (10 pieces), flint and steel, rations (2 weeks), rope (50 feet), soap, torch (5), waterskin
WEALTH	1 gp



WHAT IS A GUARDIAN?

You are the steel wall that holds back the tide of opposition. You're clad in armor you wear like a second skin and can angle it to protect yourself and your allies from damage and keep foes at bay. Allies look to you to safeguard them, whether they stand beside you on the battlefield or remain on the back lines, and enemies see you for the imposing threat you are.

EQUIPMENT

The following rules apply to Grimmyr'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.

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).

Disarm (trait) You can use this weapon to Disarm with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls (if any) as an item bonus to the Athletics check. If you critically fail a check to Disarm using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure. On a critical success, you still need a free hand if you want to take the item.

Free-hand (trait) This weapon doesn't take up your hand, usually because it is built into your armor. A free-hand weapon can't be Disarmed. You can use the hand covered by your free-hand weapon to wield other items, perform manipulate actions, and so on. You can't attack with a free-hand weapon if you're wielding anything in that hand or otherwise using that hand. When you're not wielding anything and not otherwise using the hand, you can use abilities that require you to have a hand free as well as those that require you to be wielding a weapon in that hand. Each of your hands can have only one free-hand weapon on it.

Sweep (trait) This weapon makes wide swinging attacks. When you attack with this weapon, you gain a +1 circumstance bonus to your attack roll if you already attempted to attack a different target this turn using this weapon.

Trip (trait) You can use this weapon to Trip with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls as an item bonus to the Athletics check. If you critically fail a check to Trip using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure.

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.

Versatile (trait) A versatile weapon can be used to deal a different type of damage than its listed type. This trait indicates the alternate damage type. For instance, a piercing weapon with versatile S can deal piercing or slashing damage. You choose the damage type each time you attack.

FEATS AND ABILITIES

Grimmyr's feats and abilities are described below.

Assurance (Survival) (fortune) Even in the worst circumstances, you can perform basic tasks. You can forgo rolling a skill check for Survival to instead receive a result of 13 (do not apply any other bonuses, penalties, or modifiers).

Caretaker's Intuition Your forebears had a deep understanding of

the natural world around them, and you've learned some of their knowledge and techniques. While outdoors, you can spend 10 minutes to read the sky and determine upcoming weather. You get a general impression of weather up to 8 hours in advance. You can use this to determine that clear skies or a rainstorm are ahead, but you can't determine specifics like wind speeds and direction, or that a tornado would be occurring later.

Ever Ready You always gain a reaction whenever you roll initiative for combat, but you can use it only for reactions from guardian feats or class features. The GM might still rule that you can use other reactions before your first turn based on the situation, as normal.

Guardian's Armor Even when you are struck, your armor protects you from some harm. While wearing medium or heavy armor, you gain resistance to physical damage equal to 1 + half your level. In addition, you can rest normally while wearing medium and heavy armor.

Iivlar Weaving Planar thread produced by creatures called iivlars is woven into your skin. This thread glows with dim light in a 10-foot emanation. You can Sustain to extinguish, reactivate, or adjust the coloration of this light.

Intercept Attack **Trigger** An ally within 10 feet of you takes physical damage; **Effect** You fling yourself in the way of oncoming harm to protect an ally. You can Step, but you must end your movement adjacent to the triggering ally. You take the damage instead of the triggering ally. Apply your own immunities, weaknesses, and resistances to the damage, not the ally's.

Special You can extend this ability to an ally within 15 feet of you if the damage comes from your taunted enemy. If this ally is farther than you can Step to reach, you can Stride instead of Stepping; you still must end the movement adjacent to your ally.

Keeper Jotunborn Your work as an iivlar keeper has granted you a greater understanding of these sacred creatures and the ability to track them, as elusive as they may be. You gain a +1 circumstance bonus to Track animals.

Long-Distance Taunt You can draw the wrath of your foes even at a great distance. When you use Taunt, you can choose a target within 120 feet.

Low-light Vision You can see in dim light as though it were bright light, and you ignore the concealed condition due to dim light.

Survey Wildlife You can study details in the wilderness to determine the presence of nearby creatures. 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.

Taunt (concentrate) With an attention-grabbing gesture, noise, cutting remark, or threatening shout, you attempt to draw an enemy to you instead of your allies. Taunt gains the auditory trait, visual trait, or both depending on how you draw the target's attention. Even mindless creatures are drawn to your taunts. Choose an enemy within 30 feet to be your taunted enemy. Until the start of your next turn, your taunted enemy takes a -1 circumstance penalty to attack rolls and DCs when taking a hostile action that includes at least one of your allies but doesn't include you. If your taunted enemy takes such an action, it's off-guard until the start of its next turn.

You can have only one Taunt in effect at a time. Taunting a new enemy ends this effect on any current target.