

AMIRI

BARBARIAN

7

ANCESTRY	HUMAN (VERSATILE)	BACKGROUND	HUNTER
SPEED	30 FEET (35 FEET WHEN RAGING)	PERCEPTION	+11 (EXPERT)
LANGUAGES	COMMON, HALLIT	CLASS DC	23
STRENGTH		DEXTERITY	
STR	+4	DEX	+3
INTELLIGENCE		WISDOM	
INT	+0	WIS	+0
		CHARISMA	
		CHA	+2

DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS
	113	25*
FORTITUDE	REFLEX	WILL
+16	+12	+11

Juggernaut When you roll a success on a Fortitude save, you get a critical success instead.

* -1 to AC when wielding Large bastard sword

STRIKES

MELEE	❖ Large +1 striking fearsome bastard sword +16 [+11/+6] (clumsy 1 while using; two-hand d12), 2d8+6 slashing (2d8+16 and target is off-guard until start of next turn and frightened 1 on a critical hit when raging)
RANGED	❖ javelin +14 [+9/+4] (thrown 30 feet), 1d6+6 piercing

SKILLS

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
+13 ●	+0	+18 ●●●
CRAFTING (INT)	DECEPTION (CHA)	DIPLOMACY (CHA)
+0	+2	+2
INTIMIDATION (CHA)	TANNING LORE (INT)	LORE (OTHER; INT)
+13 ●●	+9 ●	+0
MEDICINE (WIS)	NATURE (WIS)	OCCULTISM (INT)
+9 ●	+9 ●	+0
PERFORMANCE (CHA)	RELIGION (WIS)	SOCIETY (INT)
+2	+0	+0
STEALTH (DEX)	SURVIVAL (WIS)	THIEVERY (DEX)
+12 ●	+10 ●	+3

● = TRAINED ●● = EXPERT ●●● = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES	Natural Ambition* (Raging Intimidation), Natural Skill*
CLASS FEATS	Cleave, No Escape, Raging Athlete, Raging Intimidation, Sudden Charge
GENERAL FEATS	Diehard, Incredible Initiative, Numb to Death
SKILL FEATS	Assurance (Athletics), Intimidating Glare, Intimidating Prowess, Rapid Mantel, Survey Wildlife
CLASS ABILITIES	Brutality, Furious Footfalls*, giant instinct, juggernaut, Quick-Tempered, Rage, weapon specialization*

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

EQUIPMENT

BULK	Current: 6, 0 L; Maximum: 10 Bulk
WORN	backpack, Large +1 striking fearsome bastard sword, bracelet of dashing, moderate cheetah's elixir, coyote cloak, lesser elixir of life (2), healer's toolkit, +1 hide armor, javelin (4), lifting belt, savior spike (affixed to armor)
STOWED	bedroll, chalk (10 pieces), flint and steel, grappling hook, rations (2 weeks), rope (50 feet), soap, torch (5), waterskin
WEALTH	12 gp, 1 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 (invested, magical) This jangling, silvery bracelet makes you lighter on your feet, giving you a +1 item bonus to Acrobatics checks (already added to Amiri's stats).

Activate-Jangling Dash  (concentrate) **Frequency** once per day; **Effect** You gain a +10-foot status bonus to Speed for 1 minute.

☐ **Cheetah's Elixir, Moderate** (alchemical, consumable elixir) **Activate**  (manipulate); **Effect** Enzymatic compounds in this elixir strengthen and excite the muscles in your legs. You gain a +10-foot status bonus to your Speed for 10 minutes.

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).

Coyote Cloak (invested, magical) This dusty cloak is made of mangy brown-and-gray coyote fur. You gain a +1 item bonus to Survival checks (already added to Amiri's stats). If you critically succeed at your Survival check to Subsist, you can feed twice as many additional creatures.

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

Fearsome (emotion, fear, magical, mental) When you critically hit with this weapon, the target becomes frightened 1.

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 Toolkit This kit of bandages, herbs, and suturing tools is necessary for Medicine checks to Administer First Aid, Treat Disease, Treat Poison, or Treat Wounds.

Lifting Belt (invested, magical) This wide leather belt grants you a +1 item bonus to Athletics checks and increases the amount you can easily carry. You can carry Bulk equal to 6 + your Strength modifier before becoming encumbered, and you can hold and carry a total Bulk up to 11 + your Strength modifier (already added to Amiri's stats).

Activate-Assisted Lift   (manipulate); **Effect** You lift an object of up to 8 Bulk as though it were weightless. This requires two hands, and if the object is locked or otherwise held in place, you can attempt to Force it Open using Athletics as part of this activation. The object still has its full weight and Bulk for all other purposes—you just ignore that weight. The effect lasts until the end of your next turn.

☐ **Savior spike** (consumable, force, magical, talisman) **Activate**  (concentrate); **Trigger** You attempt to Grab an Edge but haven't rolled; **Effect** The spike shoots a strand of force to help you gain purchase, giving you a +1 item bonus to the check. If you roll a

success on the triggering attempt, 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.

FEATS AND ABILITIES

Amiri's feats and abilities are described below.

Assurance - Athletics (fortune) Even in the worst circumstances, you can perform basic tasks with the Athletics skill. You can forego rolling a skill check for your chosen skill to instead receive a total check result of 23 (do not apply any modifiers to this result).

Cleave (rage)  **Trigger** Your melee Strike reduces an enemy to 0 Hit Points, and another enemy is adjacent to that creature; **Effect** You swing clear through one foe and into another. Make a melee Strike against the second enemy.

Demoralize  (auditory, concentrate, emotion, fear, mental, rage) You attempt to frighten a creature within 30 feet of you that you're aware of. Attempt an Intimidation check against the target's Will DC. If the target doesn't understand the language you're speaking, or you're not speaking a language, you take a -4 circumstance penalty to the check. 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.

Diehard You are harder to kill than most. You die from the dying condition at 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 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 don't take a penalty if the creature doesn't understand your language.

Intimidating Prowess In situations where you can physically menace the target when you Coerce or Demoralize, you gain a +1 circumstance bonus to your Intimidation check, and you ignore the penalty for not sharing a language.

Juggernaut Your body is accustomed to physical hardship and resistant to ailments. When you roll a success on a Fortitude save, you get a critical success instead.

No Escape (rage)  **Trigger** An enemy within reach attempts to move away from you; **Effect** You keep pace with a retreating foe. Stride up to your Speed, following the enemy and keeping it in reach throughout its movement until it stops moving or you've moved your full Speed.

Numb to Death Your past has left you numb to death's call. The first time each day that you regain Hit Points while you are dying, you gain a +7 circumstance bonus to the number of Hit Points you regain, and you neither gain the wounded condition nor increase the value of this condition.

Quick-Tempered  **Trigger** You roll initiative; **Requirements** You are not encumbered or wearing heavy armor; **Effect** So long as you are able to move freely, your fury is instinctive and instantaneous. You Rage.

Rage ♦ (barbarian, concentrate, emotion, mental) **Requirements** You are not fatigued or raging; **Effect** You tap into your inner fury and begin raging. You gain 10 temporary hit points. Your Rage lasts for 1 minute, until you fall unconscious, or until the encounter ends, whichever comes first. You can't voluntarily stop raging. When you stop raging, you lose any remaining temporary Hit Points from Rage and can't gain temporary Hit Points from using the Rage action again for 1 minute. While you are raging, you:

- Deal 2 additional points of damage on melee Strikes (halved if your weapon or unarmed attack is agile; instead deal 10 additional damage with your Large bastard sword).
- Can't use actions that have the concentrate trait unless they also have the rage trait. You can Seek while raging.

Raging Athlete Physical obstacles can't hold back your fury. While you are raging, you gain a climb Speed and swim Speed equal to your land Speed, and the DC of High Jumps and Long Jumps decreases by 10. Your distance for a vertical Leap increases to 5 feet vertically, and your distance for a horizontal Leap increases to 20 feet.

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

Rapid Mantel You easily pull yourself onto ledges. 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. If you Climb or Leap to within 5 feet beneath the top of an edge, you can pull yourself onto the surface and stand as part of that action.

Sudden Charge ♦♦ (flourish) 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 trait, you can only use Sudden Charge if you haven't used an action with the flourish 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.