

## AMIRI

BARBARIAN



## EQUIPMENT

<b>BULK</b>	<b>Worn:</b> 5, 7 L; <b>Stowed:</b> 1, 1 L
<b>WORN</b>	backpack, <i>Large +1 striking bastard sword</i> , <i>bracelet of dashing</i> , <i>lesser bravo's brew</i> , <i>moderate cheetah's elixir</i> , <i>coyote cloak</i> , <i>minor elixir of life</i> (2), <i>healer's toolkit</i> , <i>hide armor</i> , <i>javelin</i> (4), <i>savior spike</i> (affixed to armor)
<b>STOWED</b>	bedroll, chalk (10 pieces), flint and steel, grappling hook, rations (2 weeks), rope (50 feet), soap, torch (5), waterskin
<b>WEALTH</b>	9 gp, 1 sp

<b>ANCESTRY</b>	HUMAN (VERSATILE)	<b>BACKGROUND</b>	HUNTER
<b>SPEED</b>	30 FEET	<b>PERCEPTION</b>	+9 (EXPERT)
<b>LANGUAGES</b>	COMMON, HALLIT	<b>CLASS DC</b>	21
<b>STRENGTH</b>	<b>STR</b> +4	<b>DEXTERITY</b>	<b>DEX</b> +3
<b>CONSTITUTION</b>	<b>CON</b> +3	<b>INTELLIGENCE</b>	<b>INT</b> +0
<b>WISDOM</b>	<b>WIS</b> +0	<b>CHARISMA</b>	<b>CHA</b> +2

## DEFENSES

<b>CURRENT HIT POINTS</b>	<b>MAX HIT POINTS</b>	<b>ARMOR CLASS</b>
	83	22*
<b>FORTITUDE</b>	<b>REFLEX</b>	<b>WILL</b>
+12	+10	+9

\* -1 to AC when wielding Large bastard sword

## STRIKES

<b>MELEE</b>	◆ <i>Large +1 striking bastard sword</i> +14 [+9/+5] (clumsy 1 while using; two-hand d12), 2d8+4 slashing (2d8+10 and target is off-guard until start of next turn on a critical hit when raging)
<b>RANGED</b>	◆ javelin +12 [+7/+2] (thrown 30 feet), 1d6+4 piercing

## SKILLS

<b>ACROBATICS (DEX)</b>	<b>ARCANA (INT)</b>	<b>ATHLETICS (STR)</b>
+11 ●	+0	+13 ●●
<b>CRAFTING (INT)</b>	<b>DECEPTION (CHA)</b>	<b>DIPLOMACY (CHA)</b>
+0	+2	+2
<b>INTIMIDATION (CHA)</b>	<b>TANNING LORE (INT)</b>	<b>LORE (OTHER; INT)</b>
+11 ●●	+7 ●	+0
<b>MEDICINE (WIS)</b>	<b>NATURE (WIS)</b>	<b>OCCULTISM (INT)</b>
+7 ●	+7 ●	+0
<b>PERFORMANCE (CHA)</b>	<b>RELIGION (WIS)</b>	<b>SOCIETY (INT)</b>
+2	+0	+0
<b>STEALTH (DEX)</b>	<b>SURVIVAL (WIS)</b>	<b>THIEVERY (DEX)</b>
+10 ●	+8 ●	+3

● = TRAINED ●● = EXPERT ●●● = MASTER

## FEATS AND ABILITIES

<b>ANCESTRY ABILITIES</b>	Natural Ambition* (Raging Intimidation), Natural Skill*
<b>CLASS FEATS</b>	No Escape, Raging Athlete, Raging Intimidation, Sudden Charge
<b>GENERAL FEATS</b>	Diehard, Incredible Initiative
<b>SKILL FEATS</b>	Assurance (Athletics), Intimidating Glare, Rapid Mantel, Survey Wildlife
<b>CLASS ABILITIES</b>	Brutality, Furious Footfalls*, giant instinct, Quick-Tempered, Rage

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



## 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.

□ **Bravo's Brew, Lesser** (alchemical, consumable, elixir, mental) **Activate** ◆ (manipulate); **Effect** This flask of foaming beer grants courage. For the next hour after drinking this elixir, you gain a +1 item bonus to Will saves (+2 item bonus against fear effects).

□ **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 feet 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 skills). If you critically succeed at your Survival check to Subsist, you can feed twice as many additional creatures.

□□ **Elixir of Life, Minor** (alchemical, consumable, elixir, healing) **Activate** ◆ (manipulate); **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.

**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.

□ **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 19 (do not apply any modifiers to this result).

**Demoralize** ◆ (auditory, concentrate, emotion, fear, mental, rage) 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. If the target doesn't understand the language you are 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.

**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.

**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 8 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 6 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.