

## NAHOA

EXEMPLAR



## EQUIPMENT

<b>BULK</b>	<b>Current:</b> 8, 5 L; <b>Maximum:</b> 12 Bulk
<b>WORN</b>	backpack, bracers of missile deflection, bronze bull pendant (affixed to armor), club, lesser eagle-eye elixir, minor elixir of life (2), lattice armor (made of leaves), noble branch +1 striking spear, skybearer's belt lifting belt
<b>STOWED</b>	bedroll, bowling stones (3; 1 Bulk each), charcoal stylus (10), drinking gourd, flint and steel, rations (2 weeks), rope (50 feet), soap, torch (5)
<b>WEALTH</b>	10 gp, 5 sp

## DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS	RESISTANCE
	83	22	ELECTRICITY 5
<b>FORTITUDE</b> ⚔ +13*	<b>REFLEX</b> ⚔ +9	<b>WILL</b> ⚔ +9	

\* +1 status bonus when *scar of the survivor* is empowered by divine spark.

## STRIKES

<b>MELEE</b>	<ul style="list-style-type: none"> <li>+1 striking spear +14 [+9/+4] (thrown 20 feet), 2d8+4 piercing*</li> <li>fist +13 [+9/+5] (agile, finesse, nonlethal, unarmed) 1d4+4 bludgeoning</li> <li>club +13 [+8/+3] (thrown 10 feet), 1d8+4 bludgeoning</li> </ul>
<b>RANGED</b>	<ul style="list-style-type: none"> <li>+1 striking spear +12 [+7/+2] (thrown 20 feet), 2d8+4 piercing*</li> <li>club +11 [+6/+1] (thrown 10 feet), 1d8+4 bludgeoning</li> </ul>

\* When empowered by divine spark, becomes a magical weapon with the divine trait and deals 4 additional spirit or electricity damage.

## SKILLS

<b>ACROBATICS (DEX)</b> ⚔ +11 ●●	<b>ARCANA (INT)</b> ⚔ +0	<b>ATHLETICS (STR)</b> ⚔ +14 ●●
<b>CRAFTING (INT)</b> ⚔ +0	<b>DECEPTION (CHA)</b> ⚔ +2	<b>DIPLOMACY (CHA)</b> ⚔ +9 ●
<b>INTIMIDATION (CHA)</b> ⚔ +9 ●	<b>LABOR LORE (INT)</b> ⚔ +7 ●	<b>LORE (OTHER; INT)</b> ⚔ +0
<b>MEDICINE (WIS)</b> ⚔ +0	<b>NATURE (WIS)</b> ⚔ +0	<b>OCCULTISM (INT)</b> ⚔ +0
<b>PERFORMANCE (CHA)</b> ⚔ +2	<b>RELIGION (WIS)</b> ⚔ +7 ●	<b>SOCIETY (INT)</b> ⚔ +0
<b>STEALTH (DEX)</b> ⚔ +2	<b>SURVIVAL (WIS)</b> ⚔ +7 ●	<b>THIEVERY (DEX)</b> ⚔ +9 ●

● = TRAINED ●● = EXPERT ●●● = MASTER

## FEATS AND ABILITIES

<b>ANCESTRY ABILITIES</b>	low-light vision, Pitborn, Nephilim Resistance (electricity)
<b>CLASS FEATS</b>	Energized Spark (electricity), Leap the Falls, Steel on Steel
<b>SKILL FEATS</b>	Cat Fall, Combat Climber, Hefty Hauler*, Underwater Marauder
<b>GENERAL FEATS</b>	Toughness
<b>CLASS ABILITIES</b>	divine spark, humble strikes*, ikons ( <i>noble branch</i> , <i>scar of the survivor</i> , <i>skybearer's belt</i> ), Shift Immanence ⚔, root epithet (the brave)

\* Abilities with an asterisk have already been calculated into Naho's statistics.



## WHAT IS AN EXEMPLAR?


You are a warrior who's grasped a spark of godhood, carving out your legend on the battlefield with powerful divine relics.


## 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).

**Bracers of Missile Deflection** These bracers are made from plates of durable dawnsilver and gleam like the summer sun.

☐ **Activate**  (manipulate); **Frequency** once per day; **Trigger** A ranged weapon attack hits you but doesn't critically hit; **Requirements** You are aware of the attack and not off-guard; **Effect** The bracers send the missile off-course. You gain a +2 circumstance bonus to AC against the triggering attack. If this would cause the attack to be a failure, the attack misses you.



☐ **Bronze Bull Pendant** (consumable, magical, talisman) **Activate**  (concentrate) **Effect** When you activate the pendant, attempt an Athletics check to Shove with a +1 item bonus to the check. Increase the distance you Shove your target to 10 feet on a success or 20 feet on a critical success.

☐ **Eagle-eye Elixir, Lesser** (alchemical, consumable, elixir) **Activate**  (manipulate); **Effect** After you drink this elixir, you notice subtle visual details. For the next hour, you gain a +1 item bonus to Perception checks, or a +2 item bonus attempting to find secret doors and traps.

☐ **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.

**Finesse** (trait): You can choose to use Dexterity instead of Strength on attack rolls with this melee weapon.

**Lifting Belt** 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. These abilities have already been factored into Nahoa's statistics.

**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.

**Nonlethal:** Attacks with this weapon are nonlethal, and are used to knock creatures unconscious instead of kill them. You can use a nonlethal weapon to make a lethal attack with a -2 circumstance penalty.

**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.

## FEATS AND ABILITIES

Nahoa's feats and abilities are described below.

**Divine Spark and Ikons** Within your soul is a tiny spark of divine power that belongs not to a deity, but is something you've claimed all your own. You can focus this divine power through special items known as ikons. You have three ikons: the *noble branch* (imbued in your +1 *striking spear*), *scar of the survivor* (imbued in your skin), and the *skybearer's belt* (imbued in your *lifting belt*). You can move your divine spark into one of your ikons by using the Shift Immanence ability, which grants it magical abilities and allows you to perform the ikon's transcendence ability.

**Root Epithet** Your story and deeds have begun to shape your divine spark, granting you an epithet that seems to stick in the mind of those who describe you. You are Nahoa the Brave, granting you additional movement whenever you Spark Transcendence (see ikons).

**Cat Fall** Your catlike aerial acrobatics allow you to cushion your falls. Treat falls as 25 feet shorter.

**Combat Climber** Your techniques allow you to fight as you climb. You're not off-guard while Climbing and can Climb with a hand occupied. You must still use another hand and both legs to Climb.

**Energized Spark** You can choose for any spirit damage dealt by your exemplar abilities to instead gain the electricity trait and deal electricity damage.

**Hefty Hauler** You can carry more than your frame implies. Increase your maximum and encumbered Bulk limits by 2. This ability is already factored into Nahoa's statistics.

**Humble Strikes** Even the most unassuming weapons can accomplish great deeds. When you are wielding a simple weapon, increase the damage die size of that weapon by one step. This ability is already factored into Nahoa's weapon damage.

**Leap the Falls** Nahoa has imbued an additional ability into his *scar of the survivor* ikon (see ikons).

**Nephilim Resistance** You resist energy like your extraplanar predecessors. You gain resistance 5 to electricity.

**Steel on Steel** Nahoa has imbued an additional ability into his *noble branch* ikon (see ikons).

**Toughness** Your body can withstand more punishment than most before succumbing. Increase your maximum Hit Points by your level (this is already factored into Nahoa's Hit Points). You reduce the DC of recovery checks by 1.

**Underwater Marauder** You've learned to fight underwater. You are not off-guard while in water, and you don't take the usual penalties for using a bludgeoning or slashing melee weapon in water.

## IKONS

Nahoa has three ikons that he can empower with his divine spark by using his Shift Immanence ability to move his spark into that ikon.

**Shift Immanence** ♦ (or ♦, see text) **Frequency** once per round; **Effect** You shift your power, filling one of your ikons with your divine spark. That ikon softly glows with radiant light, emits subtle chimes as it moves, or is otherwise obviously empowered in a way that matches your growing divinity, granting the ikon the divine trait and granting you that ikon's immanence effects for as long as your divine spark is empowering it. Your spark is indivisible, so it can empower only one ikon at a time. You can Shift Immanence to return your spark to the depths of your soul, leaving none of your ikons empowered. You can also Shift Immanence as a free action triggered when you roll initiative.

**Immanence:** At any given time, your divine spark can rest within one of your ikons, empowering it with beyond-mortal abilities. As long as your divine spark is empowering one of your ikons, that ikon gains the divine trait and grants you the benefits described in its immanence entry (which is also a divine effect). If your ikon has multiple immanence abilities, you gain all of them whenever the ikon is empowered. If an immanence ability occurs on a critical Strike with a weapon, it replaces

any critical specialization effect that weapon might otherwise have.

**Transcendence:** Transcendence channels the might of your divine spark through one of your ikons to surpass the mortal and enact a miraculous deed. Each ikon has an action with the transcendence trait, and using it is called Sparking Transcendence. To use the action, your divine spark must be empowering that ikon and you must have the ikon ready to use (typically holding a weapon ikon or wearing a worn ikon). Immediately after you Spark Transcendence, your divine spark is forcefully ejected from that ikon, coming to rest in another ikon of your choice. You can Spark Transcendence only once each round. As it comes from your divine spark, a transcendence action has the divine trait.

### Nahoa's Epithet

**The Brave** Your deeds show fearlessness: when a beast surfaces, you're there to fight it; when someone's lost in the dark, you're first to the rescue. Immediately after you Spark Transcendence of any of your ikons, you can Stride up to half your Speed in a straight line toward one enemy of your choice as a free action. Once you've used this ability on a given enemy, you can't use it against that enemy again for 10 minutes.

## Nahoa's Ikons

**Noble Branch** This humble stick-like weapon has an elegant simplicity to it, affording you reliable strikes over flashy maneuvers. This ikon has been further imbued with the Steel on Steel feat, granting it a second transcendence ability.

**Immanence** The *noble branch* deals 4 additional electricity or spirit damage to creatures it Strikes.

**Transcendence—Strike, Breathe, Rend** ♦ (spirit, transcendence) **Requirements** Your last action this turn was a successful Strike with the *noble branch*; **Effect** You channel a pulse of energy down your weapon in the moment of contact. The target of the Strike takes 2d8 electricity or spirit damage.

**Transcendence—Ringing Challenge** ♦♦ (sonic, spirit, transcendence) You clang your ikon against a weapon, shield, or the ground, emitting a shock wave that deals 1d4 electricity or spirit damage and 1d4 sonic damage to all creatures in a 30-foot cone or 15-foot emanation (basic Fortitude save). A creature that critically fails its saving throw is deafened for 1 minute.

**Scar of the Survivor** A scar on your body commemorates a time someone tried to end your story and failed—a testament to your resilience and fortitude. This ikon has been further imbued with the Leap the Falls feat, granting it a second immanence ability.

**Immanence** Divine energy spreads outward from your scar, reinforcing your flesh. You die from the dying condition at dying 5, rather than dying 4, and you gain a +1 status bonus to Fortitude saving throws.

**Immanence** Your legs are reinforced with divine energy, allowing you to jump further and faster. You can use High Jump and Long Jump as a single action instead of 2 actions. If you do, you don't perform the initial Stride (nor do you fail if you don't Stride 10 feet). Additionally, you can jump 5 feet up with a vertical Leap without making a High Jump and you increase the horizontal distance when you Leap, including as part of a High Jump or Long Jump, by 5 feet.

**Transcendence—No Scar but This** ♦ (concentrate, healing, transcendence, vitality) Your wounds knit shut with hardly a scratch. You regain 3d8 Hit Points.

**Skybearer's Belt** This girdle wraps around your waist, magnifying your strength to the point you feel you could carry the sky itself.

**Immanence** Strength flows forth. You can attempt to Disarm, Grapple, Shove, or Trip creatures up to two sizes larger than you, and you gain a +1 circumstance bonus to checks for these actions and to your saving throws to resist these actions.

**Transcendence—Bear Allies' Burdens** ♦♦ (transcendence) You move with a speed belying your strength, carrying your allies as easily as straw dolls. You Stride. At any point you are adjacent to a willing ally during the Stride, you can pick that ally up, and you can deposit them into a space adjacent to you at any other point during your movement. You ignore the ally's Bulk while carrying them during your Stride.