

Yashk

Fighter 10

N Medium Hobgoblin Warrenbred Hobgoblin Humanoid

Perception +18 (+2 initiative); Darkvision

Languages Common, Dwarven, Goblin, Jotun, Kholo, Tien, Varisian

Skills Acrobatics +13, Arcana +16, Athletics +21, Crafting +21, Intimidation +12, Lore: Gladitorial +16, Lore: Hobgoblin +20, Medicine +14, Nature +14, Occultism +16, Religion +14, Society +16, Survival +14

Str +5, **Dex** +1, **Con** +4, **Int** +4, **Wis** +2, **Cha** +0

Items +1 Armor Resilient Full Plate, Basic Crafter's Book, Formula Book (Blank), Repair Kit, Rations (2), Clothing (Ordinary), Backpack, Wayfinder, Aeon Stone (Pearly White Spindle), Doubling Rings, Candle of Revealing (2), Everyneed Pack (Greater), Crafter's Eyepiece, Emergency Eye, Fortifying Pebble (6), Winged Sandals, Sturdy Shield (Moderate) (Hardness 13, HP 104, BT 52)

AC 29 (+31 with shield raised); **Fort** +21, **Ref** +16, **Will** +17; *Bravery*

HP 158

Shield Block ➡ **Trigger** While you have your shield raised, you would take physical damage (bludgeoning, piercing, or slashing) from an attack. You snap your shield in place to ward off a blow. Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage, possibly breaking or destroying the shield.

Reactive Shield ➡ **Trigger** An enemy hits you with a melee Strike. **Requirements** You are wielding a shield. You can snap your shield into place just as you would take a blow, avoiding the hit at the last second. You immediately use the Raise a Shield action and gain your shield's bonus to AC. The circumstance bonus from the shield applies to your AC when you're determining the outcome of the triggering attack.

Reactive Strike ➡ **Trigger** A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using. You lash out at a foe that leaves an opening. Make a melee Strike against the triggering creature. If your attack is a critical hit and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

Speed 20 feet

Melee +2 Weapon Striking Ghost Touch Shield Bash +23 (Magical), **Damage** 2d4+8 B

Melee Silver (Low-Grade) Shortsword +19 (Agile, Finesse, Versatile S), **Damage** 1d6+7 P

Melee Cold Iron (Low-Grade) Light Hammer +19 (Agile, Thrown 20 ft.), **Damage** 1d6+7 B

Melee Shortsword +19 (Agile, Finesse, Versatile S), **Damage** 1d6+7 P

Melee Light Pick +19 (Agile, Fatal d8), **Damage** 1d4+7 P

Melee Whip +19 (Disarm, Finesse, Nonlethal, Reach, Trip), **Damage** 1d4+7 S

Battle Medicine ♦ (General, Healing, Manipulate, Skill) **Prerequisites** trained in Medicine **Requirements** You're holding or wearing a healer's toolkit. You can patch up wounds, even in combat. Attempt a Medicine check with the same DC as for Treat Wounds and restore the corresponding amount of HP; this doesn't remove the wounded condition. As with Treat Wounds, you can attempt checks against higher DCs if you have the minimum proficiency rank. The target is then immune to your Battle Medicine for 1 day. This does not make them immune to, or otherwise count as, Treat Wounds.

Double Slice ♦♦ **Requirements** You are wielding two melee weapons, each in a different hand. You lash out at your foe with both weapons. Make two Strikes, one with each of your two melee weapons, each using your current multiple attack penalty. Both Strikes must have the same target. If the second Strike is made with a weapon that doesn't have the agile trait, it takes a –2 penalty. If both attacks hit, combine their damage, and then add any other applicable effects from both weapons. You add any precision damage only once, to the attack of

your choice. Combine the damage from both Strikes and apply resistances and weaknesses only once. This counts as two attacks when calculating your multiple attack penalty.

Disarming Block ✦ **Prerequisites** Bastion Dedication, trained in Athletics **Trigger** You Shield Block a melee Strike made with a held weapon. With deft and practiced movement, you block at an angle to potentially dislodge the weapon. You attempt to Disarm the creature whose attack you blocked of the weapon they attacked you with. You can do so even if you don't have a hand free.

Wayfinder ✦ (Uncommon, Invested, Magical) **Activate** Light (concentrate) **Effect** The wayfinder is targeted by a 1st-rank light spell.

Candle of Revealing ✦ (Consumable, Magical) **Activate** Manipulate

Emergency Eye ✦ (Consumable, Divination, Magical, Talisman) **Activate** command; **Trigger** You become blinded, or an effect otherwise impedes your vision; **Requirements** You are an expert in Perception.

Winged Sandals ✦✦ (Air, Invested, Magical) **Activate** Awaken Wings (air, concentrate) **Frequency** once per day; **Effect** The wings grow in size and propel you through the air, granting you a fly Speed of 30 feet for 10 minutes.

Additional Feats Additional Lore, Assurance, Bastion Dedication, Combat Climber, Dubious Knowledge, Formation Training, Hobgoblin Lore, Nimble Shield Hand, Quick Repair, Quick Shield Block, Shield Warden, Squad Tactics, Tactical Reflexes, Toughness, Underwater Marauder, Warrenbred Hobgoblin

Additional Specials Assurance (Athletics), Assurance (Crafting), Battle Hardened, Battlefield Surveyor, Combat Flexibility, Fighter Weapon Mastery (Shield).

Notes: Height: 62; Weight: 225; Hair: Tuft of gray hair tied back; Eyes: Yellow; Skin: Eggplant

XP: 112

Envoys' Alliance Admired (94)

Grand Archive Liked (24)

Horizon Hunters Ignored (4)

Radiant Oath Ignored (2)

Verdant Wheel Ignored (2)

Offenchan the Ghostwriter: Expert Diplomacy, Expert Alcohol Lore, Expert Legal Lore; Glad Hand feat