

Name: Dmitri Khilkoff
Ancestry: Human, Kellid
Class: Barbarian (Fury totem)
Background: Noble

Played By: Scott David Gray
Gender: Male
Size: Medium 5'10" 150 lbs
Home Region: Irrisen

PFS: #14034-1501
Age: 49
Alignment: Lawful Good

Special Initiative Bonus: +0

AC: 10 [-1 AC while raging] [-1 while fatigued, -1 / action]

TAC: 10 [-1 AC while raging] [-1 while fatigued, -1 / action]

Fort: +3 [-1 while fatigued, -1 / action]

Reflex: +2 [-1 while fatigued, -1 / action]

Will: +2 [-1 while fatigued, -1 / action]

Hit Points: 25 [+2 temp HP while raging]

Hero Points: 1/3

Resonance: 1

Class DC: 15

Perception: +2 [Expert]

[while raging (fury totem): low light vision, darkvision]

Speed: 25'

Languages: Common, Hallit, Skald

Skills:

| | | | |
|---------------------|--------------------------------------|---------------------------------|---------------------------------------|
| Str: +4 [18] | Acrobatics: +2 [Trained] | Nature: -1 | Nobility Lore: +4 [Trained] |
| Dex: +1 [12] | Arcana: +4 [Trained] | Occultism: +2 | Lore: |
| Con: +1 [12] | Athletics: +5 [Trained] | Performance: -1 | Lore: |
| Int: +3 [16] | Crafting: +2 | Religion: -1 | Lore: |
| Wis: +0 [10] | Deception: -1 | Society: +4 [Trained] | Lore: |
| Cha: +0 [10] | Diplomacy: +1 [Trained] | Stealth: +0 | Lore: |
| | Intimidation: +1 [Trained] | Survival: -1 | Lore: |
| | Medicine: -1 | Thievery: +0 | Lore: |

Weapons:

1-h Bastard Sword:

+5/+0/-5 to hit

1d8+4 [2d8+8] [+2 [+4] conditional bonus while raging] P

2-h Bastard Sword:

+5/+0/-5 to hit

1d12+4 [2d12+8] [+2 [+4] conditional bonus while raging] P

Melee Dagger:

+5/+1/-3 to hit

1d4+4 [2d4+8] [+1 [+2] conditional bonus when raging] P,S
Agile, Finesse, Versatile S

Whip:

+5/+0/-5 to hit

1d4+4 [2d4+8] [+2 [+4] conditional bonus while raging] S
Nonlethal, Reach, Trip

Fist:

+5/+0/-5 to hit

1d4+4 [2d4+8] [+1 [+2] conditional bonus while raging] S
Agile, Finesse, Nonlethal, Unarmed

Ranged Dagger:

+2/-2/-6 to hit

1d4+4 [2d4+8] [+1 [+2] conditional bonus while raging] P,S
Agile, Finesse, Thrown (10'), Versatile S

Ranged Shortbow:

+2/-3/-8 to hit

1d6 [2d6+d10] P
Deadly d10

Free actions:

Maintain Balance [Acrobatics, free] +0

Delay

Drop Item

Speak

Reactions:

Grab Edge [Acrobatics, reaction] +0

Aid [after having prepared to help] Shield Block [after shield was

Arrest a Fall raised]

1 Actions:Recall Knowledge [Arcana, action] +4Recall Knowledge [Lore, action] +4Recall Knowledge [Nature, action] +1Recall Knowledge [Occultism, action] +2Recall Knowledge [Religion, action] -1Recall Knowledge [Society, action] +4

Balance [Acrobatics, action] +0

Escape [Acrobatics, action] +0

Tumble through [Acrobatics, action] +0

Break Grapple [Athletics, action] +5

Break Open [Athletics, action] +5

Climb [Athletics, action] +5

Grapple [Athletics, action] +5

High Jump [Athletics, action] +5

Shove [Athletics, action] +5

Swim [Athletics, action] +5

Assist

Stand

Crawl

Step

Drop Prone

Stride

Interact

Strike

Leap

Take Cover

Seek

Breathe Deep

Trip [Athletics, action] +5

Create a Diversion [Deception, action] -1

Lie [Deception, action] -1Request [Diplomacy, action] +1Demoralize [Intimidate, action] +1

Administer First Aid [Medicine, action] -1

Command an Animal [Nature, action] -1Handle an Animal [Nature, action] -1Perform [Performance, action] -1

Conceal an Object [Stealth, action] +0

Hide [Stealth, action] +0

Sneak [Stealth, action] +0

Palm an Object [Thievery, action] +0

Steal an Object [Thievery, action] +0

Maneuver in Fight [Acrobatics, trained, action]

Disarm [Athletics, trained, action] +5

Burrow

Fly

Mount

Point Out

Raise a Shield

Rage [cannot be fatigued, raging] Lasts 3 rounds, -1 penalty to AC, +2 conditional bonus to damage, can't use actions with the concentrate trait, after raging can't use rage again for 1 round and fatigued for 1 round, cannot voluntarily stop raging

2 Actions:

Long Jump [Athletics, action] +5

Ready

Moment of Clarity [while raging] Use action with the concentrate trait.

3 Actions:

Moment of Clarity [while raging] Use a 2-action action with the concentrate trait.

Activities:

Squeeze [Acrobatics, activity] +0

Repair [Crafting, activity] +2

Impersonate [Deception, activity] -1

Gather Information [Diplomacy, activity] +1

Make an Impression [Diplomacy, activity] +1Coerce [Intimidate, activity] +1

Subsist on the Streets [Society, activity] +5

Sense Direction [Survival, activity] -1

Survive in the Wild [Survival, activity] -1

Identify Magic [Arcana, trained, activity] +4Borrow an Arcane Spell [Arcana, trained, activity] +4Learn an Arcane Spell [Arcana, trained, activity] +4Read Magic [Arcana, trained, activity] +4

Practice a Trade [Lore, trained, activity] +4

Create Forgery [Society, trained, activity] +4

Decipher Writing [Society, trained, activity] +4