



CHARACTER			
NAME Dmitri Khilkoff		PLAYER Scott David Gray	
CLASS/LEVEL Barbarian 1	ANCESTRY Human		EXPERIENCE 0
BACKGROUND Noble	ALIGNMENT Lawful Good		DEITY Irori
SIZE Medium	AGE 49	HEIGHT 70	WEIGHT 150
GENDER Male	HAIR Gray	EYES Blue	SKIN Fair
LANGUAGE(S) Common, Hallit, Skald			

SPEED, CLASS DC, AND HERO POINTS		
SPEED	CLASS DC	HERO POINTS
25 ft.	15	1

HIT POINTS		
MAXIMUM	CURRENT	TEMPORARY
25	25	0

SENSES						
	TOTAL	ABILITY MOD	T E M L	PROF	ITEM	
Perception (Wis)	+2	= +2	● ● ● ●	+2	+0	

SAVING THROWS						
	TOTAL	ABILITY MOD	T E M L	PROF	ITEM	
Fort (Con)	+3	= +2	● ● ● ●	+2	+0	
Ref (Dex)	+2	= +1	● ● ● ●	+1	+0	
Will (Wis)	+2	= +2	● ● ● ●	+2	+0	

ARMOR CLASS						
	TOTAL	ABILITY MOD	T E M L	PROF	ITEM	
TAC TOUCH ARMOR CLASS	12	=10+1	● ● ● ●	+1	+0	
AC ARMOR CLASS	12	=10+1	● ● ● ●	+1	+0	

SKILLS						
	TOTAL	ABILITY MOD	T E M L	PROF	ITEM & MISC	
<input checked="" type="checkbox"/> ACROBATICS (DEX)	+2	= +1	● ● ● ●	+1	+0	
<input type="checkbox"/> ARCANA (INT)	+4	= +3	● ● ● ●	+1	+0	
<input checked="" type="checkbox"/> ATHLETICS (STR)	+5	= +4	● ● ● ●	+1	+0	
<input type="checkbox"/> CRAFTING (INT)	+2	= +3	● ● ● ●	-1	+0	
<input type="checkbox"/> DECEPTION (CHA)	-1	= +0	● ● ● ●	-1	+0	
<input type="checkbox"/> DIPLOMACY (CHA)	+1	= +0	● ● ● ●	+1	+0	
<input checked="" type="checkbox"/> INTIMIDATION (CHA)	+1	= +0	● ● ● ●	+1	+0	
<input type="checkbox"/> MEDICINE (WIS)	-1	= +0	● ● ● ●	-1	+0	
<input type="checkbox"/> NATURE (WIS)	-1	= +0	● ● ● ●	-1	+0	
<input checked="" type="checkbox"/> NOBILITY LORE (INT)	+4	= +3	● ● ● ●	+1	+0	
<input type="checkbox"/> OCCULTISM (INT)	+2	= +3	● ● ● ●	-1	+0	
<input type="checkbox"/> PERFORMANCE (CHA)	-1	= +0	● ● ● ●	-1	+0	
<input type="checkbox"/> RELIGION (WIS)	-1	= +0	● ● ● ●	-1	+0	
<input type="checkbox"/> SOCIETY (INT)	+4	= +3	● ● ● ●	+1	+0	
<input type="checkbox"/> STEALTH (DEX)	+0	= +1	● ● ● ●	-1	+0	
<input type="checkbox"/> SURVIVAL (WIS)	-1	= +0	● ● ● ●	-1	+0	
<input type="checkbox"/> THIEVERY (DEX)	+0	= +1	● ● ● ●	-1	+0	
<input checked="" type="checkbox"/> Signature skill <input type="checkbox"/> Armor check penalty applies						

ACTIONS, REACTIONS AND ACTIVITIES	
<div> <div> <div></div> <div>Moment of Clarity</div> </div> <div> <div></div> <div>While raging, Use an action with the concentrate trait of your choice.</div> </div> </div>	
<div> <div></div> <div>Rage (-1 AC, +2 damage, +2 temp HP, 3 /round)</div> </div>	
<div> <div></div> <div>When raging gain -1 AC, +2 damage, +2 temp HP for 3 rounds.</div> </div>	

ABILITY SCORES		
	SCORE	ABILITY MOD
STR Strength	18	+4
DEX Dexterity	12	+1
CON Constitution	12	+1
INT Intelligence	16	+3
WIS Wisdom	10	+0
CHA Charisma	10	+0

RESONANCE POINTS				
MAXIMUM	CURRENT	OVERSPENT	CHA	LVL
1	1	0	+0	+1

WEAPONS	
NAME	WEAPON PROPERTIES
Bastard sword (Trained)	Melee +5 / +0 / -5
	Damage 1d12+4 P
	Critical 2d12+8
Dagger (Trained)	Traits Two-Hand d12
	Ranged +2 / -2 / -6 P, S
	Damage 1d4+4 P, S
	Critical 2d4+8
	Melee +5 / +1 / -3
Fist (Trained)	Damage 1d4+4 P, S
	Critical 2d4+8
	Traits Agile, finesse, thrown (10 ft.), Versatile
	S
Shortbow (Trained)	Melee +5 / +1 / -3
	Damage 1d4+4 B
	Critical 2d4+8
	Traits Agile, finesse, nonlethal, unarmed
Whip (Trained)	Ranged +2 / -3 / -8 P
	Damage 1d6 P
	Critical 2d6+1d10
	Traits Deadly d10
	Melee +5 / +0 / -5
	Damage 1d4+4 S
	Critical 2d4+8
	Traits Disarm, finesse, nonlethal, reach, trip

ACTIONS, REACTIONS AND ACTIVITIES	
➤➤➤	Moment of Clarity
	While raging, Use an action with the concentrate trait of your choice.
	Rage (-1 AC, +2 damage, +2 temp HP, 3 /round)
➤	When raging gain -1 AC, +2 damage, +2 temp HP for 3 rounds.

EQUIPMENT	
NAME	BULK
Weapons	
Bastard sword (Trained)	1
Dagger (Trained)	L
Fist (Trained)	
Shortbow (Trained)	1.26
Whip (Trained)	1
Armor	
Unarmored defense (Trained)	–
Gear	
Backpack (38 @ 2.5 blk)	L
Bedroll	L
Belt pouch (1 @ 0 blk)	–
Caltrops	L
(10×) Candle	–
(10×) Chalk	–
Climbing kit	1
Clothing, fine (10 @ 4.3 blk)	–
Clothing, winter (empty)	–
Flint and steel	–
Material component pouch (empty)	L
Mirror	–
(3×) Rations (day)	0.3
Religious symbol, wooden	L
Satchel (1 @ 0.1 blk)	L
Sheath (1 @ 0.1 blk)	–
Sheath (1 @ 1 blk)	–
Sheath (1 @ 1.26 blk)	–
Signal Whistle	–
Spellbook	1
(10×) Torch	L
Waterskin	L
Writing set	L
6/14 bulk	

WEALTH
0 cp   0 sp   0 gp   0 pp

OTHER

WEAPON PROFICIENCIES
TRAINED WEAPON PROFICIENCIES All Simple Weapons, All Martial Weapons

ARMOR PROFICIENCIES
TRAINED ARMOR PROFICIENCIES All Light Armor, All Medium Armor, Unarmored defense

ABILITIES AND FEATS	
Acute Vision	
While raging, gain low-light vision and darkvision.	
Courtly Graces	
Use Society Recall Knowledge to learn about etiquette, using the DC for Nobility Lore if lower, and use Society skill for all Nobility Lore checks.	
Moment of Clarity	
While raging, Use an action with the concentrate trait of your choice.	
Rage (-1 AC, +2 damage, +2 temp HP, 3 /round)	
When raging gain -1 AC, +2 damage, +2 temp HP for 3 rounds.	
Toughness	
Increase your maximum HP by your level or 4, whichever is higher.	

WEAPONS	AMMUNITION	ARMOR

GEAR	SNARES	ALCHEMICAL ITEMS	MAGIC ITEMS

EXPERIENCE POINTS	NOTES														
<table><tr><td>EXPERIENCE</td><td>NEXT LEVEL</td></tr><tr><td>0 XP</td><td>3 XP</td></tr><tr><td colspan="2">Gained:</td></tr><tr><td colspan="2"></td></tr><tr><td colspan="2"></td></tr><tr><td colspan="2"></td></tr><tr><td colspan="2"></td></tr></table>	EXPERIENCE	NEXT LEVEL	0 XP	3 XP	Gained:										<div></div> <div></div> <div></div> <div></div> <div></div> <div></div>
EXPERIENCE	NEXT LEVEL														
0 XP	3 XP														
Gained:															

EQUIPMENT DESCRIPTIONS
Weapons
<b>Bastard sword</b>
<b>Dagger</b>
<b>Fist</b>
<b>Shortbow</b>
<b>Whip</b>
Armor
<b>Unarmored defense</b>
Your Unarmored Defense proficiency is here.
Gear
<b>Backpack (38 @ 2.5 blk)</b>
A backpack can hold up to 4 Bulk worth of items. If you are carrying or stowing a backpack rather than wearing it on your back, it has light Bulk instead of negligible.
<b>Bedroll</b>
<b>Belt pouch (1 @ 0 blk)</b>
A belt pouch can hold up to 4 items of light Bulk.
<b>Caltrops</b>
These four-pronged metal spikes can cause damage to a creature's feet. You can scatter caltrops in an empty square adjacent to you with an Interact action. The first creature that moves into that square must succeed at a DC 14 Acrobatics check or take 1d4 piercing damage and 1 persistent bleed damage. A creature taking bleed damage from caltrops is hampered 5. Spending an Interact action to pluck the caltrops free reduces the DC to stop the bleeding. Once a creature takes damage from caltrops, enough caltrops are ruined that other creatures moving into the square are safe.
Deployed caltrops can be salvaged to be used again if no creatures took damage from them. Otherwise, enough caltrops are ruined that they can't be salvaged.
<b>Candle</b>
A lit candle sheds dim light in a 5-foot radius.
<b>Chalk</b>
<b>Climbing kit</b>
This satchel includes 50 feet of hemp rope, some pulleys, a dozen pitons, a hammer, a grappling hook, and one set of crampons. Climbing kits allow you to attach yourself to the wall you're climbing, moving half as quickly as usual (minimum 5 feet) but letting you attempt a DC 5 flat check whenever you critically fail to prevent a fall. You gain a +1 item bonus to Athletics checks to Climb while utilizing an expert climbing kit. A single kit has only enough materials for one climber; each climber needs their own kit.
<b>Clothing, fine</b>
Fine clothing suits a noble or royal, made with expensive fabrics, precious metals, and intricate patterns.
<b>Clothing, winter</b>
Winter clothing grants a +1 item bonus to Survival checks to Survive in the Wild when enduring cold.
<b>Flint and steel</b>
Flint and steel are useful in creating a fire if you have the time to catch a spark, though using them is typically too time-consuming to be possible during an encounter. Even in ideal conditions, using flint and steel to light a flame requires at least 3 actions, and often significantly longer.
<b>Material component pouch (empty)</b>
This pouch contains material components for those spells that require them. Though the components are used up over time, you can refill spent components during your daily preparations.
<b>Mirror</b>
<b>Rations (day)</b>
<b>Religious symbol, wooden</b>
This piece of wood or silver is emblazoned with an image representing a deity. Some divine spellcasters, such as clerics, can use a religious symbol of their deity as a divine focus to use certain abilities and cast some spells. A religious symbol must be held in one hand to use it.
<b>Satchel (1 @ 0.1 blk)</b>
A satchel can hold up to 2 Bulk worth of items. If you are carrying or stowing a satchel rather than wearing it over your shoulder, it counts as light Bulk instead of negligible.

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**Sheath (1 @ 0.1 blk)**

A sheath or scabbard lets you easily carry a weapon on your person.

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**Sheath (1 @ 1 blk)**

A sheath or scabbard lets you easily carry a weapon on your person.

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**Sheath (1 @ 1.26 blk)**

A sheath or scabbard lets you easily carry a weapon on your person.

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**Signal Whistle**

When sounded, a signal whistle can be heard clearly up to half a mile away in open country.

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**Spellbook (blank)**

A spellbook holds the written knowledge necessary to learn and prepare various spells, a necessity for wizards and a useful luxury for other spellcasters looking to discover additional spells. Each spellbook can hold up to 100 spells. The Price listed is for a blank spellbook.

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**Torch**

A torch sheds bright light in a 20-foot radius. It can be used as an improvised weapon that deals 1d4 bludgeoning damage plus 1 fire damage.

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**Waterskin**

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**Writing set**

Using a writing set, you can draft correspondence and scribe scrolls. A set includes stationery, including a variety of paper and parchment, as well as ink, a quill or inkpen, sealing wax, and a simple seal. If you've written a large amount, you can refill your kit with extra ink and paper.

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## ABILITY DESCRIPTIONS

### **Acute Vision**

When you are raging, your visual senses improve, granting you low-light vision and darkvision.

### **Courtly Graces**

You either were raised among the nobility or have learned proper etiquette and bearing as well as noble lineages, allowing you to present yourself as a member of the nobility. You can use the Recall Knowledge action with Society to gain useful facts about these topics, using the DC for Nobility Lore if it is lower, and you can use your Society modifier on all Nobility Lore checks. If you want to impersonate a specific noble or create a false noble backstory for yourself, you still need to additionally use Deception when presenting yourself in your noble persona.

### **Moment of Clarity**

You concentrate deeply, pushing back your rage for a moment. Use an action with the concentrate trait of your choice, even if it isn't an action with the rage trait. You can add an additional action to Moment of Clarity to instead use a 2-action activity with the concentrate trait.

### **Rage**

You begin raging. You gain a number of temporary Hit Points equal to your level plus your Constitution modifier and enter a state of pure rage that lasts for 3 rounds. While you are raging, you are affected in these ways:

- Gain a +2 conditional bonus to damage rolls with melee weapons and unarmed Strikes. The bonus is halved if your weapon or unarmed Strike is agile. This bonus increases by 1 at level 3 and every 4 levels thereafter.
- Take a -1 penalty to AC.
- You can't use actions that have the concentrate trait unless they also have the rage trait. The Seek basic action gains the rage trait while you're raging.

After you have stopped raging, you lose any remaining temporary Hit Points from using the Rage action, you can't use Rage again for 1 round, and you are fatigued for 1 round. You can't voluntarily stop raging. If you stop raging before its usual duration expires, you are fatigued and can't Rage again until after the end of your next turn.

### **Toughness**

You can withstand more punishment than most before going down. Increase your maximum Hit Points by your level or 4, whichever is higher. When you reach level 5 and every time you gain a level thereafter, adjust your maximum Hit Points gained from Toughness accordingly (for example, at level 7, this feat would increase your maximum Hit Points by 7). You also gain a +1 circumstance bonus to recovery saves (see page 295).