

**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:** 22 [-1 AC while raging] [-1 while fatigued, -1 / action] [Deny advantage: Not flat-footed vs lower level]

**TAC:** 20 [-1 AC while raging] [-1 while fatigued, -1 / action] [Deny advantage: Not flat-footed vs lower level]

**Fort:** +9 [Expert] [-1 while fatigued, -1 / action]

**Reflex:** +6 [Trained] [-1 while fatigued, -1 / action]

**Will:** +7 [Expert] [-1 while fatigued, -1 / action]

**Hit Points:** 78 [+7 temp HP while raging]

**Hero Points:** 1/3

**Resonance:** 4/5

**Class DC:** 19

**Perception:** +6 [Expert] [while raging (fury totem): low light vision, darkvision]

**Speed:** 20'

**Languages:** Common, Hallit, Skald

**Skills:**

<b>Str:</b> +4 [19]	<b>Acrobatics:</b> +4 [Trained]	<b>Nature:</b> +4	<b>Nobility Lore:</b> +9 [Trained]
<b>Dex:</b> +2 [14]	<b>Arcana:</b> +10 [Expert]	<b>Occultism:</b> +9	<b>Lore:</b>
<b>Con:</b> +2 [14]	<b>Athletics:</b> +7 [Expert]	<b>Performance:</b> +4	<b>Lore:</b>
<b>Int:</b> +4 [18]	<b>Crafting:</b> +8	<b>Religion:</b> +4	<b>Lore:</b>
<b>Wis:</b> +0 [10]	<b>Deception:</b> +4	<b>Society:</b> +9 [Trained]	<b>Lore:</b>
<b>Cha:</b> +0 [10]	<b>Diplomacy:</b> +5 [Trained]	<b>Stealth:</b> +3	<b>Lore:</b>
	<b>Intimidation:</b> +6 [Expert]	<b>Survival:</b> +4	<b>Lore:</b>
	<b>Medicine:</b> +4	<b>Thievery:</b> +3	<b>Lore:</b>

**Weapons:**

**1-h +1 Bastard Sword:**

+10/+5/+0 to hit 2d8+4 [4d8+8] [+3 [+6, off balance 1 round] conditional bonus while raging] P

**2-h +1 Bastard Sword:**

+10/+5/+0 to hit 2d12+4 [4d12+8] [+3 [+6, off balance 1 round] conditional bonus while raging] P

**Melee Dagger:**

+9/+5/+1 to hit 1d4+4 [2d4+8] [+1 [+2, 1d4 persistent bleed damage] conditional bonus when raging] P,S

Agile, Finesse, Versatile S

**Whip:**

+9/+4/-1 to hit 1d4+4 [2d4+8] [+3 [+6, target is knocked prone] conditional bonus while raging] S

Nonlethal, Reach, Trip

**Fist:**

+9/+5/+1 to hit 1d4+4 [2d4+8] [+1 [+2, target fort save or slowed 1 until end next turn] conditional bonus while raging] S

Agile, Finesse, Nonlethal, Unarmed

**Ranged Dagger:**

+7/+3/-1 to hit 1d4+4 [2d4+8] [1d4 persistent bleed damage] while raging] P,S

Agile, Finesse, Thrown (10'), Versatile S

**Ranged Shortbow:**

+7/+2/+3 to hit 1d6 [2d6+d10] [pinned to adjacent surface escape athletics DC 10] while raging] P

Deadly d10

### Spells:

Casting +9 DC 19

### Cantrips: Memorize 2

**O Electric Arc** S, V

1d6+4 elec vs 1-2 foes within 30'

O Prestidigitation S, V

Simple actions, concentration

### Level 1: Memorize 1

[ ] Magic Weapon S, V

Target weapon becomes +1

**O Shield** V

+1 AC, raise shield hardness 4

O Tanglefoot S, V

1 target 30' entangled [immobile on crit]

[ ] **True Strike** V

Next attack roll before end of turn roll twice

### Free actions:

Grab Edge after leap [Acrobatics, reaction] +4

Maintain Balance [Acrobatics, free] +4

Delay Drop Item

Speak

### Reactions:

Grab Edge [Acrobatics, reaction] +4

Aid [after having prepared to help] Arrest a Fall

Shield Block [after shield was raised]

### 1 Actions:

Recall Knowledge [Arcana, action] +10

Recall Knowledge [Lore, action] +9

Recall Knowledge [Nature, action] +4

Recall Knowledge [Occultism, action] +9

Recall Knowledge [Religion, action] +4

Recall Knowledge [Society, action] +9

Balance [Acrobatics, action] +4

Escape [Acrobatics, action] +4

Tumble through [Acrobatics, action] +4

Break Grapple [Athletics, action] +7

Break Open [Athletics, action] +7

Climb [Athletics, action] +7

Grapple [Athletics, action] +7

High Jump [Athletics, action] +7

Shove [Athletics, action] +7

Swim [Athletics, action] +7

Trip [Athletics, action] +7

Create a Diversion [Deception, action] +4

Assist Stand

Crawl Step

Drop Prone Stride

Interact Strike

Leap Take Cover

Seek Breathe Deep

Lie [Deception, action] +4

Request [Diplomacy, action] +5

Demoralize [Intimidation, action] +6 [can change auditory trait to visual trait]

Administer First Aid [Medicine, action] +4

Command an Animal [Nature, action] +4

Handle an Animal [Nature, action] +4

Perform [Performance, action] +4

Conceal an Object [Stealth, action] +3

Hide [Stealth, action] +3

Sneak [Stealth, action] +3

Palm an Object [Thievery, action] +3

Steal an Object [Thievery, action] +3

Maneuver in Fight [Acrobatics, trained, action] +4

Disarm [Athletics, trained, action] +7

Material casting [free hand]

Somatic casting [Free hand]

Verbal casting [Loud clear voice]

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] +7

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] +4

Repair [Crafting, activity] +8

Impersonate [Deception, activity] +4

Gather Information [Diplomacy, activity] +5

Make an Impression [Diplomacy, activity] +5

Coerce [Intimidation, activity] +6

Subsist on the Streets [Society, activity] +9

Sense Direction [Survival, activity] +4

Survive in the Wild [Survival, activity] +4

Identify Magic [Arcana, trained, activity] +10

Borrow an Arcane Spell [Arcana, trained, activity] +10

Learn an Arcane Spell [Arcana, trained, activity] +10

Read Magic [Arcana, trained, activity] +10

Practice a Trade [Lore, trained, activity] +9

Create Forgery [Society, trained, activity] +9

Decipher Writing [Society, trained, activity] +9