



Kangir

NE Female dwarf street urchin fighter 6

Dwarf, Evil, Humanoid, Neutral

Deity: **Gozreh**

Speed: **25 ft.**, Languages: Common, Dwarven, Osiriani

Hit Points	Hero Points
88	3 1

Str	Dex	Con	Int	Wis	Cha
+4	+2	+3	+1	+2	+1

18 Str
 14 Dex
 16 Con
 12 Int
 14 Wis
 12 Cha

PERCEPTION **+12_E*** = +10_{Base} +2_{Wis} +0_{Misc}

FORTITUDE **+13_E** = +10_{Base} +3_{Con} +0_{Misc}

REFLEX **+12_E** = +10_{Base} +2_{Dex} +0_{Misc}

WILL **+12_E*** = +10_{Base} +2_{Wis} +0_{Misc}

AC **25_T*** = +18_{Base} +1_{Dex} +6_{Misc}

Defenses

Resistances: poison 3

Perception (Stonecunning): +2 circumstance bonus to notice unusual stonework, discover mechanical traps made of stone or hidden inside of stone

Will Save (Bravery): Successes vs. fear effects are critical successes instead.

Armor Class (Minor Sturdy Shield): +2 with shield raised

+1 half plate (Trained)

AC: +6, Max Dex: +1, Armor Check: -, Speed: -5

Minor Sturdy Shield

AC: +2, Max Dex: -, Armor Check: -, Speed: -
Upgrades: +1 *shield boss*

+1 returning striking trident (Expert, Master)

Melee: **+17/+12/+7** (2d8+4 P, Crit 2d8x2+8 P / x2 / x2)
Ranged (20 ft.): **+15/+10/+5** (2d8+4 P, Crit 2d8x2 P / x2 / x2)
Upgrades: *fear gem*

Traits: thrown 20 ft.

+1 shield boss (Expert)

Melee: **+15/+10/+5** (1d6+4 B, Crit 1d6x2+8 B / x2 / x2)

Traits: attached to shield

Bottled lightning, moderate (Expert)

Ranged (20 ft.): **+13/+8/+3** (2d6 E +flat-footed +2 E splash,
Crit 2d6x2 E+flat-footed+2 E
splash / x2 / x2)

Traits: thrown 20 ft.

Shortsword (Expert)

Melee: **+14/+10/+6** (1d6+4 P, Crit 1d6x2+8 P / x2 / x2)

Traits: versatile S, agile, finesse

Special Abilities

Attack of Opportunity

A creature in reach uses a Manipulate or Move action: Melee Strike the creature.
On crit vs. Manipulate, disrupt that action.

Skills

<input type="checkbox"/>	+9_T Absalom Lore _{Int}
<input type="checkbox"/>	+2_U Acrobatics _{Dex}
<input type="checkbox"/>	+1_U Arcana _{Int}
<input type="checkbox"/>	+14_E Athletics _{Str}
<input type="checkbox"/>	+9_T Crafting _{Int}
<input type="checkbox"/>	+9_T Deception _{Cha}
<input type="checkbox"/>	+9_T Diplomacy _{Cha}
<input type="checkbox"/>	+1_U Intimidation _{Cha}
<input type="checkbox"/>	+2_U Medicine _{Wis}
<input type="checkbox"/>	+2_U Nature _{Wis}
<input type="checkbox"/>	+1_U Occultism _{Int}
<input type="checkbox"/>	+1_U Performance _{Cha}
<input type="checkbox"/>	+2_U Religion _{Wis}
<input type="checkbox"/>	+1_U Society _{Int}
<input type="checkbox"/>	+10_T Stealth _{Dex}
<input type="checkbox"/>	+2_U Survival _{Wis}
<input type="checkbox"/>	+12_E Thievery _{Dex}
<input type="checkbox"/>	+11_E Warfare Lore _{Int}

Special Abilities

Bravery

Successes on Will saves vs. fear are crit successes instead. Reduce your frightened value by 1.

Darkvision

See in darkness and dim light.

Fighter Weapon Mastery (Spears)

Use critical specializations of all weapons for which you have master proficiency.

Strong-Blooded Dwarf

Success save vs. poison reduces stage by 2, 1 if virulent. Crit increases this to 3, 2 if virulent.

Feats

Stonecunning [Ancestry Feats Selection]

+2 to Perception to notice unusual stonework. Automatic secret check at -2 penalty without bonus.

Unburdened Iron [Ancestry Feats Selection]

Ignore Speed reduction from armor. Other Speed penalties are reduced by 5'.

Aggressive Block [Class Feats Selection]

On Shield Block, push attacker 5' or make them flat-footed if can't move.

Intimidating Strike [Class Feats Selection]

Melee Strike inflicts frighten 1 on hit and damage, frightened 2 on crit.

Reactive Shield [Class Feats Selection]

When hit in melee, Raise your Shield to gain its bonus to AC vs. that Strike.

Revealing Stab [Class Feats Selection]

Strike with P melee wep doesn't need flat check vs. concealed, DC 5 for hidden. Lodge wep in target on hit to reveal position.

Weapon Proficiencies

Trained: All Advanced Weapons

Expert: All Simple Weapons, All Martial Weapons, All Unarmed Attacks, Advanced Spears

Master: Simple and Martial Spears

Armor Proficiencies

Trained: All Light Armor, All Medium Armor, All Heavy Armor, Unarmored defense

Feats

Fleet [General Feats Selection]

Your Speed increases by 5 feet.

Additional Lore [Skill Feats Selection]

Become trained in a Lore skill and Expert at 3rd, Master at 7th, and Legendary at 15th.

Combat Climber [Skill Feats Selection]

Not flat-footed while Climbing and can Climb with one hand.

Quick Repair [Skill Feats Selection]

You take only 1 minute to Repair an item.

Pickpocket

Steal or Palm an Object that's closely guarded without taking the -5 penalty.

Shield Block

Your shield absorbs damage up to the shield's Hardness. You and the shield each take any remaining damage.

Experience & Wealth

Career Experience Points: **5,000** (0/1,000 to 7th)

Current Cash: **5 gp**

Tracked Resources

+1 returning striking trident	<input type="checkbox"/>
Bottled lightning, moderate	<input type="checkbox"/>
Cat's eye elixir	<input type="checkbox"/>
Healing potion, lesser (2d8+5 HP)	<input type="checkbox"/>

Gear (Encum: 9 bulk, Over: 14 bulk)

Total Bulk Carried: 7, Unencumbered

+1 half plate	3
+1 returning striking trident	1
Backpack	L
Bottled lightning, moderate	L
Cat's eye elixir	L
Crowbar, levered	L
Grappling hook	L
Healing potion, lesser (2d8+5 HP)	L
Minor Sturdy Shield	1
Money	-
Religious symbol, wooden	L
Repair kit	1
Replacement pick	-
Rope (foot) x50	L
Shortsword	L
Thieves' tools	L

Kangir – Abilities & Gear

Aggressive Block

(Class, Class Feats Selection, Feat, Fighter)

Traits: Fighter

[free]

Trigger You use the Shield Block reaction, and the opponent that triggered Shield Block is adjacent to you and is your size or smaller.

You push back as you block the attack, knocking your foe away or off balance. You use your shield to push the triggering creature, either automatically Shoving it 5 feet or causing it to become flat-footed until the start of your next turn. The triggering creature chooses whether to be moved or become flat-footed. If it chooses to be moved, you choose the direction. If the Shove would cause it to hit a solid object, enter a square of difficult terrain, or enter another creature's space, it must become flat-footed instead of being moved.

Combat Climber

(Feat, Skill Feats Selection)

Traits: General, Skill

Prerequisites trained in Athletics

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

Intimidating Strike

(Class, Class Feats Selection, Feat, Fighter)

Traits: Emotion, Fear, Fighter, Mental

[2 actions]

Your blow not only wounds creatures but also shatters their confidence. Make a melee Strike. If you hit and deal damage, the target is frightened 1, or frightened 2 on a critical hit.

Pickpocket

(Background Selection, Feat)

Traits: General, Skill

Prerequisites trained in Thievery

You can Steal or Palm an Object that's closely guarded, such as in a pocket, without taking the -5 penalty. You can't steal objects that would be extremely noticeable or time consuming to remove (like worn shoes or armor or actively wielded objects). If you're a master in Thievery, you can attempt to Steal from a creature in combat or otherwise on guard. When doing so, Stealing requires 2 manipulate actions instead of 1, and you take a -5 penalty.

Quick Repair

(Feat, Skill Feats Selection)

Traits: General, Skill

Prerequisites trained in Crafting

You take 1 minute to Repair an item. If you're a master in Crafting, it takes 3 actions. If you're legendary, it takes 1 action.

Reactive Shield

(Class, Class Feats Selection, Feat, Fighter)

Traits: Fighter

[reaction]

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.

Revealing Stab

(Class, Class Feats Selection, Feat, Fighter)

Traits: Fighter

[2 actions]

Requirements You are wielding a melee weapon that deals piercing damage.

You drive your piercing weapon into an imperceptible foe, revealing its location to your allies. Make a Strike with the required melee weapon. You don't have to attempt a flat check to hit a concealed creature, and you have to succeed at only a DC 5 flat check to target a hidden creature. If you hit and deal damage, you can drive the required weapon into a corporeal target, revealing its current position. You Release the weapon, and it becomes lodged in the target. If the target is concealed, other creatures don't need to succeed at a flat check to hit it. If the target is hidden, other creatures have to succeed at only a DC 5 flat check to target it. The creatures need to be able to see your weapon to gain any of these benefits, and the target can't become undetected to anyone who sees your weapon. If the target is invisible, the weapon remains visible while lodged in it.

Shield Block

(Class, Feat, Fighter)

Traits: General

[reaction]

Trigger While you have your shield raised, you would take damage from a physical 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.

Stonecunning

(Ancestry Feats Selection, Feat)

Traits: Dwarf

You have a knack for noticing even small inconsistencies and craftsmanship techniques in the stonework around you. You gain a +2 circumstance bonus to Perception checks to notice unusual stonework. This bonus applies to checks to discover mechanical traps made of stone or hidden within stone.

If you aren't using the Seek action or searching, the GM automatically rolls a secret check for you to notice unusual stonework anyway. This check doesn't gain the circumstance bonus, and it takes a -2 circumstance penalty.

Attack of Opportunity

(Class, Fighter)

[reaction]

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.

Bravery

(Class, Fighter)

Having faced countless foes and the chaos of battle, you have learned how to stand strong in the face of fear and keep on fighting. Your proficiency rank for Will saves increases to expert. When you roll a success at a Will save against a fear effect, you get a critical success instead. In addition, anytime you gain the frightened condition, reduce its value by 1.

Darkvision (Dwarf, Race)

A creature with darkvision can see perfectly well in areas of darkness and dim light, though such vision is in black and white only. Some forms of magical darkness, such as a 4th-level *darkness* spell, block normal darkvision. A monster with greater darkvision, however, can see through even these forms of magical darkness.

Fighter Weapon Mastery (Spears) (Class, Fighter)

Hours spent training with your preferred weapons, learning and developing new combat techniques, have made you particularly effective with your weapons of choice. Choose one weapon group. Your proficiency rank increases to master with the simple and martial weapons in that group, and to expert with the advanced weapons in that group. You gain access to the critical specialization effects (*Core Rulebook* 283) of all weapons and unarmed attacks for which you have master proficiency.

Resistance to poison 3 (Ancestry Heritage Selection)

A creature with resistance reduces damage dealt to it by the amount listed in its resistance entry (to a minimum of 0 damage). Resistance can specify damage types or certain other properties of attacks. For instance, a creature might be resistant to nonmagical bludgeoning damage, meaning it would take less damage from bludgeoning attacks that weren't magical, but would take normal damage from a +1 mace or a nonmagical spear. A resistance might have an exception. For example, resistance 10 to physical damage (except silver) would reduce any physical damage by 10 unless that damage was dealt by a silver weapon.

If the creature has more than one type of resistance that would apply to the same instance of damage, use only the highest applicable resistance value.

It's possible to have resistance to all damage. If you have resistance to all damage, apply the resistance to each source separately. If an attack would deal 7 slashing damage and 4 fire damage, resistance 5 to all damage would reduce the slashing damage to 2 and negate the fire damage.

Strong-Blooded Dwarf (Ancestry Heritage Selection)

Traits: Dwarf

Your blood runs hearty and strong, and you can shake off toxins. You gain poison resistance equal to half your level (minimum 1), and each of your successful saving throws against a poison affliction reduces its stage by 2, or by 1 for a virulent poison. Each critical success against an ongoing poison reduces its stage by 3, or by 2 for a virulent poison.

Weapons**Bottled lightning, moderate**

Traits: Alchemical, Bomb, Consumable, Electricity, Splash
[1 action]

Bottled lightning is packed with volatile reagents that create a blast of electricity when they are exposed to air. Bottled lightning deals the listed electricity damage and electricity splash damage. On a hit, the target becomes flat-footed until the start of your next turn. Many types grant an item bonus to attack rolls.

Moderate

You gain a +1 item bonus to attack rolls. The bomb deals 2d6 electricity damage and 2 electricity splash damage.

Weapon Traits**Agile**

The multiple attack penalty you take with this weapon on the second attack on your turn is -4 instead of -5, and -8 instead of -10 on the third and subsequent attacks in the turn.

Attached to shield

An attached weapon must be combined with another piece of gear to be used. The trait lists what type of item the weapon must be attached to. You must be wielding or wearing the item the weapon is attached to in order to attack with it. For example, shield spikes are attached to a shield, allowing you to attack with the spikes instead of a shield bash, but only if you're wielding the shield. An attached weapon is usually bolted onto or built into the item it's attached to, and typically an item can have only one weapon attached to it. An attached weapon can be affixed to an item with 10 minutes of work and a successful DC 10 Crafting check; this includes the time needed to remove the weapon from a previous item, if necessary. If an item is destroyed, its attached weapon can usually be salvaged.

Finesse

You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still use your Strength modifier when calculating damage.

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 20 ft.

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. Ranged weapons with this trait use the range increment specified in the weapon's Range entry.

Unarmed

An unarmed attack uses your body rather than a manufactured weapon. An unarmed attack isn't a weapon, though it's categorized with weapons for weapon groups, and it might have weapon traits. Since it's part of your body, an unarmed attack can't be Disarmed. It also doesn't take up a hand, though a fist or other grasping appendage follows the same rules as a free-hand weapon.

Versatile S

A versatile weapon can be used to deal a different type of damage than that listed in the Damage entry. This trait indicates the alternate damage type. For instance, a piercing weapon that is versatile S can be used to deal piercing or slashing damage. You choose the damage type each time you make an attack.

Armor**Minor Sturdy Shield**

Traits: Abjuration, Magical

With a superior design and excellent craftsmanship, this steel shield has higher Hardness than its non-magical counterparts, making it harder to break and destroy.

The shield has Hardness 8, HP 64, and BT 32.

Gear

Cat's eye elixir

Traits: Alchemical, Consumable, Elixir
[1 action]

After you consume this elixir, your vision sharpens and you become sensitive to even the most minute movements. For the next minute, you reduce the flat check to target hidden creatures to 5, and you don't need to attempt a flat check to target concealed creatures. These benefits apply only against creatures within 30 feet of you.

Crowbar, levered

When Forcing Open an object that doesn't have an easy grip, a crowbar makes it easier to gain the necessary leverage. Without a crowbar, prying something open takes a –2 item penalty to the Athletics check to Force Open (similar to using a shoddy item). A levered crowbar grants you a +1 item bonus to Athletics checks to Force Open anything that can be pried open.

Fear gem

Traits: Consumable, Enchantment, Fear, Magical, Mental, Talisman
[2 actions]

Dark smoke seems to writhe within this obsidian gem. When you activate the gem, you make an Intimidating Strike, as the fighter feat (page 146).

If you have the Intimidating Strike feat, increase the frightened condition value from this Intimidating Strike to frightened 2, or frightened 3 on a critical hit.

Grappling hook

You can throw a grappling hook with a rope tied to it to make a climb easier. To anchor a grappling hook, make an attack roll with the secret trait against a DC depending on the target, typically at least DC 20. On a success, your hook has a firm hold, but on a critical failure, the hook seems like it will hold but actually falls when you're partway up.

Healing potion, lesser (2d8+5 HP)

Traits: Consumable, Healing, Magical, Necromancy, Potion
[1 action]

A healing potion is a vial of a ruby-red liquid that imparts a tingling sensation as the drinker's wounds heal rapidly. When you drink a *healing potion*, you regain the listed number of Hit Points.

Lesser

The potion restores 2d8+5 Hit Points.

Returning

Traits: Evocation, Magical

When you make a thrown Strike with this weapon, it flies back to your hand after the Strike is complete. If your hands are full when the weapon returns, it falls to the ground in your space.