

Pik Nik

Player: Scott

CN Male goblin nomad barbarian 1

Chaotic, Goblin, Humanoid, Neutral

Deity: **Gozreh**; Age: **9**; Height: **3' 5"**; Weight: **97 lb.**; Eyes:

Red; Skin: **Green**

Speed: **25 ft.**, Languages: Common, Goblin

Hit Points	Hero Points
24	3 1

Str	Dex	Con	Int	Wis	Cha	
+4	+2	+2	+0	-1	+2	18 Str 14 Dex 14 Con 10 Int 8 Wis 14 Cha

PERCEPTION **+4_E** = +5 Base -1 Wis +0 Misc

FORTITUDE **+7_E** = +5 Base +2 Con +0 Misc

REFLEX **+4_T** = +3 Base +2 Dex -1 Misc

WILL **+4_E** = +5 Base -1 Wis +0 Misc

AC **17_T** = +13 Base +2 Dex +2 Misc

Defenses

All Armor Classes (Rage): -1 penalty when Raging

Hide armor (Trained)

AC: +3, Max Dex: +2, Armor Check: -, Speed: -

Horsechopper (Trained)

Melee: **+7/+2/-3** (1d10+4 S, Crit ×2)

Traits: versatile P, reach, trip, goblin

Horsechopper (Rage): +6 dmg when Raging

Javelin (Trained)

Ranged (30 ft.) : **+4/-1/-6** (1d6+4 P, Crit ×2)

Traits: thrown 30 ft.

Special Abilities

Anathema

Failing to face a personal challenge of strength is anathema.

Darkvision

See in darkness and dim light.

Rage (+3 temp HP, +6 dmg, -1 AC, 10/round)

When raging, gain +3 temp HP, +6 dmg, and -1 AC for 1m.

Titan Mauler (Instinct Ability)

Use larger sized weapons and increase your rage damage by 4 but you have the clumsy 1 condition.

Unbreakable Goblin

Falling damage is reduced as if you had fallen half the distance.

Feats

Goblin Weapon Familiarity [Ancestry Feats Selection]

Gain access to all uncommon goblin weapons.

Sudden Charge [Class Feats Selection]

Stride up to 2x Speed and make a melee Strike vs. enemy in reach.

Assurance (Survival)

Forgo rolling a Survival check to instead use a result of 13.

Tracked Resources

Javelin

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Skills

<input type="checkbox"/>	+4_T Acrobatics _{Dex}
<input type="checkbox"/>	+0_U Arcana _{Int}
<input type="checkbox"/>	+7_T Athletics _{Str}
<input type="checkbox"/>	+0_U Crafting _{Int}
<input type="checkbox"/>	+2_U Deception _{Cha}
<input type="checkbox"/>	+2_U Diplomacy _{Cha}
<input type="checkbox"/>	+5_T Intimidation _{Cha}
<input type="checkbox"/>	-1_U Medicine _{Wis}
<input type="checkbox"/>	-1_U Nature _{Wis}
<input type="checkbox"/>	+0_U Occultism _{Int}
<input type="checkbox"/>	+2_U Performance _{Cha}
<input type="checkbox"/>	-1_U Religion _{Wis}
<input type="checkbox"/>	+0_U Society _{Int}
<input type="checkbox"/>	+4_T Stealth _{Dex}
<input type="checkbox"/>	+2_T* Survival _{Wis}
<input type="checkbox"/>	+1_U Thievery _{Dex}
<input type="checkbox"/>	+3_T Urban Terrain Lore _{Int}

Skill Modifiers

Survival (Assurance): Forgo rolling to receive total result of 13

Tracked Resources

Rage (+3 temp HP, +6 dmg, -1 AC, 10/round) □□□□ □□□□

Torch □□□□

Weapon Proficiencies

Trained: All Simple Weapons, All Martial Weapons, All Unarmed Attacks

Armor Proficiencies

Trained: All Light Armor, All Medium Armor

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

Total Bulk Carried: 7.6, Unencumbered

Backpack	L
Bedroll	L
Belt pouch	-
Belt pouch	-
Chalk x10	-
Flint and steel	-
Grappling hook	L
Hide armor	2
Horsechopper	4
Javelin x4	0.4
Money	-
Rations (1 week) x2	0.2
Rope (foot) x50	L
Soap	-
Torch x5	0.5
Waterskin	L

Experience & Wealth

Career Experience Points: 0 (0/1,000 to 2nd)

Current Cash: 8 gp, 11 sp

Background

Pik Nik is a goblin's goblin. He lives to eat, burn, and maim anything in his path. In addition, with a whopping 10 Intelligence, Pik Nik is a scholar and recognized wizard among his people. During a horse and dog removal hunt with his tribe Pik Nik was captured and his tribemates were killed. After several months in captivity being forced to fight dogs and other unimaginable horrors, Pik Nik was rescued by a kind druid named Uvara. This leaf-lady showed Pik Nik that not all longshanks were evil. She even fed Pik Nik for no reason. Since Pik Nik values food above all other things he put that high intelligence to work and found out that some longshanks will feed Pik Nik and treat him nice if he doesn't try to kill them in their sleep. As a result Pik Nik will often look toward the leader of his longshanks friends for examples of how to behave in order to get more food and "act like a good'un."

Pik Nik – Abilities & Gear

Assurance (Survival) (Background Selection, Feat)

Traits: Fortune, General, Skill

Prerequisites trained in at least one skill

Even in the worst circumstances, you can perform basic tasks. Choose a skill you're trained in. You can forgo rolling a skill check for that skill to instead receive a result of 10 + your proficiency bonus (do not apply any other bonuses, penalties, or modifiers).

Sudden Charge (Barbarian, Class, Class Feats Selection, Feat)

Traits: Barbarian, Flourish, Open

[2 actions]

With a quick sprint, you dash up to your foe and swing. Stride twice. If you end your movement within melee reach of at least one enemy, you can make a melee Strike against that enemy. You can use Sudden Charge while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type.

Anathema (Instinct)

Each instinct lists acts that are anathema to it. Whenever you perform such acts, you lose the instinct's abilities and any instinct feats until you spend 1 day of downtime re-centering yourself, though you keep all of your other barbarian abilities.

Giant Instinct: Failing to face a personal challenge of strength is anathema.

Darkvision (Goblin, 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.

Rage (+3 temp HP, +6 dmg, -1 AC, 10/round) (Barbarian, Class)

Traits: Barbarian, Concentrate, Emotion, Mental

[1 action]

Requirements You aren't fatigued or raging

You tap into your inner fury and begin raging. You gain a number of temporary Hit Points equal to your level plus your Constitution modifier. This frenzy lasts for 1 minute, until there are no enemies you can perceive, or until you fall unconscious, whichever comes first. You can't voluntarily stop raging. While you are raging:

- You deal 2 additional damage with melee weapons and unarmed attacks. This additional damage is halved if your weapon or unarmed attack is agile.
- You take a -1 penalty to AC.
- You can't use actions with the concentrate trait unless they also have the rage trait. You can Seek while raging.

After you stop raging, you lose any remaining temporary Hit Points from Rage, and you can't Rage again for 1 minute.

Titan Mauler (Instinct Ability) (Instinct)

You can use a weapon built for a Large creature if you are Small or Medium (both normally and when raging). If you're not Small or Medium, you can use a weapon built for a creature one size larger than you. You gain access to this larger weapon, of any weapon type otherwise available at character creation. It has the normal Price and Bulk for a weapon of its size. When wielding such a weapon in combat, increase your additional damage from Rage from 2 to 6, but you have the clumsy 1 condition because of the weapon's unwieldy size. You can't remove this clumsy condition or ignore its penalties by any means while wielding the weapon.

Unbreakable Goblin (Ancestry Heritage Selection)

Traits: Goblin

You're able to bounce back from injuries easily due to an exceptionally thick skull, cartilaginous bones, or some other mixed blessing. You gain 10 Hit Points from your ancestry instead of 6. When you fall, reduce the falling damage you take as though you had fallen half the distance.

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.

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.

Goblin

Goblins craft and use these weapons.

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.

Reach

This weapon is long and can be used to attack creatures up to 10 feet away instead of only adjacent creatures. For creatures that already have reach with the limb or limbs that wield the weapon, the weapon increases their reach by 5 feet.

Thrown 30 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.

Trip

You can use this weapon to Trip with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls as an item bonus to the Athletics check. If you critically fail a check to Trip using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure.

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 P

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.

Gear

Flint and steel

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 practical during an encounter. Even in ideal conditions, using flint and steel to light a flame requires using at least 3 actions, and often significantly longer.

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.

Torch

A torch sheds bright light in a 20-foot radius (and dim light to the next 20 feet). It can be used as an improvised weapon that deals 1d4 bludgeoning damage plus 1 fire damage.