

Varg Kinbiter

Player: Jordan

Barbarian/Inventor 4

Uncommon, CN, Medium, Gnoll, Humanoid

Ancestry: Gnoll (Great Gnoll)

Background: Warrior

Alignment: Chaotic Neutral

Deity: Lamashtu

Speed: 25 ft.

Languages: Common, Gnoll, Mwangi, Necril, Sylvan

Hit Points	Hero Points
66	3
	1

Str	Dex	Con	Int	Wis	Cha
+4	+0	+2	+3	-1	+2

18 Str

10 Dex

14 Con

16 Int

8 Wis

14 Cha

PERCEPTION **+7_E*** = +8 Base -1 Wis +0 Misc

FORTITUDE **+10_E** = +8 Base +2 Con +0 Misc

REFLEX **+6_T** = +6 Base +0 Dex +0 Misc

WILL **+7_E** = +8 Base -1 Wis +0 Misc

AC **21_T** = +16 Base +0 Dex +5 Misc

Defenses

Perception (Incredible Initiative): +2 circumstance bonus to initiative

All Saves (Terrifying Resistance): +1 circumstance bonus to saves vs. foe you have demoralized in the last 24 hrs

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

+1 chain mail (Trained)

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

Traits: noisy, flexible

+1 ghost touch striking greataxe (Trained)

Melee: **+11/+6/+1** (2d12+4 S, Crit ×2)

Traits: hampering, versatile P, sweep

+1 ghost touch striking greataxe (Rage): +2 dmg when Raging

+1 heavy crossbow (Trained)

Ranged (120 ft.): **+7/+2/-3** (1d10 P, Crit ×2)

Traits:

+1 striking war flail (Trained)

Melee: **+11/+6/+1** (2d10+4 B, Crit ×2)

Traits: modular B/P/S, disarm, sweep, trip

+1 striking war flail (Rage): +2 dmg when Raging

Jaws (Trained)

Melee: **+10/+5/+0** (1d6+4 P, Crit ×2)

Traits: unarmed

Jaws (Rage): +2 dmg when Raging

Special Abilities

Deny Advantage

Not flat-footed vs. hidden, undetected, or flanking creatures of your level or lower, or creatures of your level or lower using surprise attack.



Skills

<input type="checkbox"/>	+6_T* Acrobatics _{Dex}
<input type="checkbox"/>	+3_U Arcana _{Int}
<input type="checkbox"/>	+10_T* Athletics _{Str}
<input type="checkbox"/>	+11_E Crafting _{Int}
<input type="checkbox"/>	+2_U* Deception _{Cha}
<input type="checkbox"/>	+9_T Desert Lore _{Int}
<input type="checkbox"/>	+8_T* Diplomacy _{Cha}
<input type="checkbox"/>	+9_T Gnoll Lore _{Int}
<input type="checkbox"/>	+10_E Intimidation _{Cha}
<input type="checkbox"/>	+5_T Medicine _{Wis}
<input type="checkbox"/>	-1_U Nature _{Wis}
<input type="checkbox"/>	+9_T Occultism _{Int}
<input type="checkbox"/>	+2_U Performance _{Cha}
<input type="checkbox"/>	-1_U Religion _{Wis}
<input type="checkbox"/>	+3_U Society _{Int}
<input type="checkbox"/>	-2_U* Stealth _{Dex}
<input type="checkbox"/>	-1_U Survival _{Wis}
<input type="checkbox"/>	+0_U Thievery _{Dex}
<input type="checkbox"/>	+9_T Warfare Lore _{Int}

Skill Modifiers

Acrobatics (Incredible Initiative): +2 circumstance bonus to initiative

Athletics (Incredible Initiative): +2 circumstance bonus to initiative

Athletics (Great Gnoll): +1 circumstance bonus to Shove or Trip

Deception (Incredible Initiative): +2 circumstance bonus to initiative

Weapon Proficiencies

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

Armor Proficiencies

Trained: All Light Armor, All Medium Armor, Unarmored Defense

Skill Modifiers

Diplomacy (Incredible Initiative): +2 circumstance bonus to initiative

Stealth (Incredible Initiative): +2 circumstance bonus to initiative

Special Abilities

Expert Overdrive (+2, +4 on critical, DC 19)

You crank your gizmos into overdrive, gaining a damage bonus for 1 minute.

Explode (4d6 F, DC 20)

You take your innovation beyond safety limits, dealing fire damage in a given radius.

Great Gnoll

+1 circumstance bonus to Shove or Trip

Low-Light Vision

See in dim light as if it were normal light.

Rage (+6 temp HP, +2 dmg, -1 AC, 10/round)

When raging, gain +6 temp HP, +2 dmg, and -1 AC for 1m.

Reconfigure (DC 21)

You can attempt to change the modifications on your innovation by spending 1 day of downtime.

Treat Wounds (2d8, DC 15)

Use Medicine to restore HP to adjacent living creature based on check result.

Unstable

DC 17 flat check after unstable action; on fail, unstable options unusable until taking 10m to reset innovation.

Feats

Pack Hunter [Ancestry Feats Selection]

You have a +2 Circumstance bonus to Aid, and others have a +2 circumstance bonus to Aid you.

Dual-Form Weapon (+1 striking war flail) [Class Feats Selection]

Your innovation weapon can assume an alternate form.

Fast Movement [Class Feats Selection]

While you are raging, you gain a +10-foot status bonus to your Speed.

Gadget Specialist [Class Feats Selection]

You can create a number of temporary gadgets each day.

Swipe [Class Feats Selection]

Make a melee Strike vs. two foes that are adjacent to each other.

Variable Core (Electricity) [Class Feats Selection]

Your explode ability can do a different damage type.

Wounded Rage [Class Feats Selection]

Reaction: After taking damage you enter Rage.

Raging Intimidation [Fury Instinct Feat]

While raging, Demoralize & Scare to Death actions gain the rage trait.

Incredible Initiative [General Feats Selection]

+2 circumstance bonus to initiative

Battle Medicine [Skill Feats Selection]

Treat Wounds, DC 15: heal 2d8 HP. The target is then immune to your Battle Medicine for 1 day.

Terrifying Resistance [Skill Feats Selection]

If demoralize a foe, you gain +1 to saves vs. any spells from that target for 24 hrs.

Intimidating Glare

You can use Demoralize with no penalty when a creature doesn't understand your language.

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Inventor

You can spend downtime to invent a common formula that you don't know.

Shield Block

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

Tracked Resources

Material essence disruptor, lesser (infused)

Rage (+6 temp HP, +2 dmg, -1 AC, 10/round)

Spring-loaded net launcher, infused

Experience & Wealth

Career Experience Points: **0** (0/0 to 5th)

Current Cash: **25 gp, 4 sp**

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

Total Bulk Carried: 9.5, Unencumbered

+1 chain mail	2
+1 ghost touch striking greataxe	2
+1 heavy crossbow	2
+1 striking war flail	-
Bedroll	L
Chalk x10	-
Grappling hook	L
Healer's tools	1
Material essence disruptor, lesser (infused) ↕	1
Money	-
Rations (1 week) x2	0.2
Rope (foot) x50	L
Spring-loaded net launcher, infused ↕	1

Formulas

Etheric essence disruptor, Spring-loaded net launcher
Material essence disruptor,

Personal Details

Gender: Male; **Age:** 19; **Height:** 7' 11"; **Weight:** 400 lb.;
Eyes: Yellow; **Hair:** Brown and gray

Varg Kinbiter – Abilities & Gear

Battle Medicine (Feat, Skill Feats Selection)

Traits: General, Healing, Manipulate, Skill

[1 action]

Prerequisites trained in Medicine

Requirements You are holding or wearing healer's tools.

You can patch up wounds, even in combat. Attempt a Medicine check with the same DC as for Treat Wounds and restore the corresponding amount of HP; this doesn't remove the wounded condition. As with Treat Wounds, you can attempt checks against higher DCs if you have the minimum proficiency rank. The target is then temporarily immune to your Battle Medicine for 1 day.

Fast Movement (Barbarian, Class, Class Feats Selection, Feat)

Traits: Barbarian

Your rage is a frenzy of rapid movements. While you are raging, you gain a +10-foot status bonus to your Speed.

Incredible Initiative (Feat, General Feats Selection)

Traits: General

You react more quickly than others can. You gain a +2 circumstance bonus to initiative

Intimidating Glare (Background Selection, Feat)

Traits: General, Skill

Prerequisites trained in Intimidation

You can Demoralize with a mere glare. When you do, Demoralize loses the auditory trait and gains the visual trait, and you don't take a penalty if the creature doesn't understand your language.

Inventor (Class, Feat, Inventor)

Traits: Downtime, General, Skill

Prerequisites master in Crafting

You are a genius at Crafting, easily able to determine how things are made and create new inventions. You can spend downtime to invent a common formula that you don't know. This works just like the Craft activity: you spend half the Price of the formula up front, attempt a Crafting check, and on a success either finish the formula by paying the difference or work for longer to decrease the Price. The difference is that you spend the additional time in research, design, and development, rather than in creating an item. Once it's complete, you add the new formula you invented to your formula book.

Pack Hunter (Ancestry Feats Selection, Feat)

Traits: Gnom

You were taught how to hunt as part of a pack. You gain a +2 circumstance bonus to checks to Aid, and your allies gain a +2 circumstance bonus to checks to Aid you.

Appears In: Lost Omens The Mwangi Expanse

Raging Intimidation (Feat, Fury Instinct Feat)

Traits: Barbarian

Your fury fills your foes with fear. While you are raging, your Demoralize and Scare to Death actions (from the Intimidation skill and an Intimidation skill feat, respectively) gain the rage trait, allowing you to use them while raging. As soon as you meet the prerequisites for the skill feats Intimidating Glare and Scare to Death, you gain these feats.

Shield Block (Class, Feat, Inventor)

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.

Swipe (Barbarian, Class, Class Feats Selection, Feat)

Traits: Barbarian, Flourish

[2 actions]

You make a wide, arcing swing. Make a single melee Strike and compare the attack roll result to the ACs of up to two foes, each of whom must be within your melee reach and adjacent to the other. Roll damage only once and apply it to each creature you hit. A Swipe counts as two attacks for your multiple attack penalty.

If you're using a weapon with the sweep trait, its modifier applies to all your Swipe attacks.

Terrifying Resistance (Feat, Skill Feats Selection)

Traits: General, Skill

Prerequisites Expert in Intimidation

The spells of those you have Demoralized are less effective on you. If you succeed in Demoralizing a creature, for the next 24 hours you gain a +1 circumstance bonus to saving throws against that creature's spells.

Appears In: Advanced Player's Guide

Variable Core (Electricity) (Class, Class Feats Selection, Feat, Inventor)

Traits: Inventor, Modification

You adjust your innovation's core, changing the way it explodes. When you choose this feat, select acid, cold, or electricity. Your innovation's core runs on that power source. When using the Explode action, or any time your innovation explodes on a critical failure and damages you, change the damage type from fire damage to the type you chose. If you have the offensive boost class feature and retrain Variable Core to a different damage type, you can also switch to a different offensive boost that deals the same damage type if you wish.

Appears In: Guns & Gears

Deny Advantage (Barbarian, Class)

Your foes struggle to pass your defenses. You aren't flat-footed to hidden, undetected, or flanking creatures of your level or lower, or creatures of your level or lower using surprise attack. However, they can still help their allies flank.

Varg Kinbiter – Abilities & Gear

Expert Overdrive (+2, +4 on critical, DC 19) (Class, Inventor)

Traits: Inventor, Manipulate

[1 action]

Frequency once per round

Temporarily cranking the gizmos on your body into overdrive, you try to add greater power to your attacks. Attempt a Crafting check that has a standard DC for your level.

Critical Success Your gizmos go into a state of incredible efficiency called critical overdrive, adding great power to your attacks. Your Strikes deal additional damage equal to your Intelligence modifier for 1 minute. After the Overdrive ends, your gizmos become unusable as they cool down or reset, and you can't use Overdrive for 1 minute.

Success Your gizmos go into overdrive, adding power to your attacks. As critical success, except the additional damage is equal to half your Intelligence modifier.

Failure You make a miscalculation and nothing happens.

Critical Failure Whoops! Something explodes. You take fire damage equal to your level, and you can't use Overdrive again for 1 minute as your gizmos cool down and reset.

Appears In: Guns & Gears

Explode (4d6 F, DC 20) (Class, Inventor)

Traits: Fire, Inventor, Manipulate, Unstable

[2 actions]

You intentionally take your innovation beyond normal safety limits, making it explode and damage nearby creatures without damaging the innovation... hopefully. The explosion deals 2d6 fire damage with a basic Reflex save to all creatures in a 5-foot emanation around you (if you're wearing or holding the innovation) or around your innovation (if your innovation is a minion).

At 3rd level, and every level thereafter, increase your explosion's damage by 1d6.

If you have the breakthrough innovation class feature, you can choose either a 5-foot or 10-foot emanation for the area when you use Explode; if you have the revolutionary innovation class feature, you can choose a 5-foot, 10-foot, or 15-foot emanation.

Appears In: Guns & Gears

Great Gnoll (Ancestry Heritage Selection)

Traits: Gnoll

You're a large, powerful gnoll, with tawny fur and brown spots on your hide. You gain 10 Hit Points from your ancestry instead of 8 and gain a +1 circumstance bonus to Athletics checks to Shove or Trip foes.

Appears In: Lost Omens The Mwangi Expanse

Low-Light Vision (Gnoll, Race)

The creature can see in dim light as though it were bright light, so it ignores the concealed condition due to dim light.

Rage (+6 temp HP, +2 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.

Reconfigure (DC 21) (Class, Inventor)

You've become an expert in all crafts and are always adjusting your inventions. You can attempt to change the modifications on your innovation by spending 1 day of downtime tinkering with it and attempting a Crafting check, with a high DC for your level. On a success, you can change one modification you've chosen for your innovation to a different modification of the same kind (initial, breakthrough, or revolutionary). If you have any modification feats, on a successful check you can choose to instead retrain a modification feat to a different modification feat. The new feat has to meet the standard restrictions for retraining.

Appears In: Guns & Gears

Treat Wounds (2d8, DC 15)

Traits: Exploration, Healing, Manipulate

Requirements You're wearing or holding healer's tools

You spend 10 minutes treating one injured living creature (targeting yourself, if you so choose). The target is then temporarily immune to Treat Wounds actions for 1 hour, but this interval overlaps with the time you spent treating (so a patient can be treated once per hour, not once per 70 minutes).

The Medicine check DC is usually 15, though the GM might adjust it based on the circumstances, such as treating a patient outside in a storm, or treating magically cursed wounds. If you're an expert in Medicine, you can instead attempt a DC 20 check to increase the Hit Points regained by 10; if you're a master of Medicine, you can instead attempt a DC 30 check to increase the Hit Points regained by 30; and if you're legendary, you can instead attempt a DC 40 check to increase the Hit Points regained by 50. The damage dealt on a critical failure remains the same.

If you succeed at your check, you can continue treating the target to grant additional healing. If you treat them for a total of 1 hour, double the Hit Points they regain from Treat Wounds.

The result of your Medicine check determines how many Hit Points the target regains.

Critical Success The target regains 4d8 Hit Points, and its wounded condition is removed.

Success The target regains 2d8 Hit Points, and its wounded condition is removed.

Critical Failure The target takes 1d8 damage.

Unstable (Class, Inventor)

Unstable actions use experimental applications of your innovation that even you can't fully predict, and that are hazardous to your innovation (and potentially you). When you take an unstable action, attempt a DC 17 flat check immediately after applying its effects. On a failure, the innovation malfunctions in a spectacular (though harmless) fashion, such as a belch of smoke or shower of sparks, and it becomes incapable of being used for further unstable actions. On a critical failure, you also take an amount of fire damage equal to your level. As the innovation's creator, you can spend 10 minutes retuning your innovation and making adjustments to return it to functionality, at which point you can use unstable actions with that innovation again.

To take an unstable action, you must be using your innovation (for example, wearing an armor innovation or wielding a weapon innovation). If you have a minion innovation, some unstable actions are taken by the minion instead of you. In these cases, only the minion can take that action, and the minion needs to have been Commanded that turn to take the action. If you critically fail the flat check, the minion takes the damage instead of you.

Some actions have an Unstable Function entry, which you can use to add the unstable trait for a bigger benefit. If you're unable to use unstable actions, you can still use the action normally, but you can't use the unstable function.

Appears In: Guns & Gears

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.

Disarm

You can use this weapon to Disarm 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 (if any) as an item bonus to the Athletics check. If you critically fail a check to Disarm using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure. On a critical success, you still need a free hand if you want to take the item.

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.

Hampering

A weapon with the hampering trait is designed to be shaken, cast outward, or whipped about to control space on the battlefield. You can use an Interact action to thrash the weapon in a square within the weapon's reach. That square becomes difficult terrain until you attack with the weapon, move, or would otherwise stop intentionally thrashing it.

Modular B/P/S

The weapon has multiple configurations that you can switch between using an Interact action. Typically, switching between the configurations of a modular weapon allows it to deal different types of damage (listed in the trait, such as "modular B, P, or S"), though it's possible for a modular weapon's description to list more complicated configurations.

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.

Weapon Traits

Sweep

This weapon makes wide sweeping or spinning attacks, making it easier to attack multiple enemies. When you attack with this weapon, you gain a +1 circumstance bonus to your attack roll if you already attempted to attack a different target this turn using this weapon.

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 generally works like 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

Ghost touch

Traits: Magical, Transmutation

The weapon can harm creatures without physical form. A *ghost touch* weapon is particularly effective against incorporeal creatures, which almost always have a specific weakness to *ghost touch* weapons. Incorporeal creatures can touch, hold, and wield *ghost touch* weapons (unlike most physical objects).

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.