

Unknown Adventurer**Fighter 8**

N Medium Orc Dhampir Humanoid

Perception +16 (+2 initiative); Low-Light Vision Darkvision**Languages** None selected**Skills** Acrobatics +12, Athletics +18, Intimidation +13, Lore: City +10, Medicine +14, Religion +12, Society +10, Survival +12**Str** +4, **Dex** +2, **Con** +2, **Int** +0, **Wis** +2, **Cha** +3**Items** Unarmored**AC** 22; **Fort** +14, **Ref** +14, **Will** +14; *Bravery***HP** 114

Feed on Pain ➔ **Frequency** once per hour **Prerequisites** Adhyabhau **Trigger** you deal mental damage The psychic feedback of another creature's pain fills you with false life. You gain temporary Hit Points equal to half the mental damage you dealt from the triggering effect. If the triggering action dealt mental damage to multiple creatures, calculate these temporary Hit Points using the creature that took the most damage. You lose any remaining temporary Hit Points after 1 minute.

Shield Block ➔ **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.

Attack of Opportunity ➔ **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.

Iron Command ➔ **Trigger** An enemy within 15 feet damages you.

You put an impertinent foe who dared harm you in their proper place. You command your enemy to kneel before you in obedience. If they dare to refuse, they must pay the price in pain and anguish. The foe must choose one of the following options. The enemy kneels, dropping prone as a free action.; The enemy refuses, and you deal 1d6 mental damage to it. This damage increases to 2d6 at 5th level, 3d6 at 9th level, 4d6 at 12th level, 5d6 at 16th level, and 6d6 at 19th level.; In addition, your Strikes against the triggering creature deal 1 extra damage until the end of your next turn. You choose whether the damage type is evil or negative each time you use this reaction. This extra damage increases to 2 at 9th level and 3 at 16th level.

Speed 30 feet**Melee** Kusarigama +18 (Disarm, Monk, Reach, Trip, Uncommon, Versatile B), **Damage** 1d8+7 S

Battle Medicine ✦ (General, Healing, Manipulate, Skill) **Prerequisites** trained in Medicine **Requirements** You are holding or wearing healer's tools. You can patch up yourself or an adjacent ally, even in combat. Attempt a Medicine check with the same DC as for Treat Wounds, and restore a corresponding amount of Hit Points; this does not 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.

Power Attack ✦✦ (Flourish) You unleash a particularly powerful attack that clobbers your foe but leaves you a bit unsteady. Make a melee Strike. This counts as two attacks when calculating your multiple attack penalty. If this Strike hits, you deal an extra die of weapon damage. If you're at least 10th level, increase this to two extra dice, and if you're at least 18th level, increase it to three extra dice.

Dragging Strike ❖ (Press) You aim your weapon to snag a foe's armor, clothing, or flesh to pull them closer. Make a melee Strike. If you hit a target that is your size or smaller, that creature is flat-footed until the end of your current turn, and you can move it 5 feet toward you. When you move the creature, you can move the same distance in the same direction as it, even if you're adjacent to the target. This movement doesn't trigger reactions. This Strike has the following failure effect. **Failure** The target becomes flat-footed until the end of your current turn.

Swipe ❖❖ (Flourish) 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.

Impassable Wall Stance ❖ (Stance) **Prerequisites** Attack of Opportunity You refuse to let foes past your guard. As long as you are in this stance, when you critically hit with an Attack of Opportunity triggered by a move action, you disrupt that move action.

Focus Spells (1 points) **Touch of Corruption** ❖ **Range** touch; **Targets** 1 willing undead creature or 1 living creature You infuse the target with negative energy. If the target is living, this deals 1d6 negative damage (basic Fortitude save); on a failed save, the target also takes a -2 status penalty to AC for 1 round. If the target is a willing undead creature, the target instead regains 6 Hit Points, and if you are the undead target, you also gain a +2 status bonus to damage rolls for 1 round. **Heightened (+1)** Increase the damage dealt to a living creature by 1d6 or increase the Hit Points regained by undead by 6.

Additional Feats *Adhyabhau, Cat Fall, Champion Dedication, Champion's Reaction, Dhampir, Divine Ally, Fleet, Godless Healing, Healing Touch, Iron Repercussions, Read Lips, Titan Wrestler, Toughness*

Additional Specials *Battlefield Surveyor, Champion Archetype Cause (Tyrant Cause), Divine Ally (Divine Ally (Blade)), Fighter Weapon Mastery (Knife), Tenets of Evil*