

# AGATHA GEIST

3 invulnerable rager dampyr chaotic neutral barbarian varis

level/class race alignment favored class nationality

ability score total mod

<b>STR</b> strength	<b>18</b>	<b>+4</b>	<b>HP</b> hit points	<b>32 / 32</b>	<b>AC</b> armor class	<b>16</b>
<b>DEX</b> dexterity	<b>12</b>	<b>+1</b>	<b>INIT</b> initiative	<b>+1</b>	<b>TOUCH</b> armor class	<b>12</b>
<b>CON</b> constitution	<b>12</b>	<b>+1</b>	<b>EXP</b> experience		<b>FLAT-FOOTED</b> armor class	<b>14</b>
<b>INT</b> intelligence	<b>10</b>	<b>-</b>	<b>FORT</b> fortitude	<b>+4</b>	<b>+2</b>	<b>+2</b>
<b>WIS</b> wisdom	<b>10</b>	<b>-</b>	<b>REF</b> reflex	<b>+1</b>	<b>+0</b>	<b>+1</b>
<b>CHA</b> charisma	<b>10</b>	<b>-</b>	<b>WILL</b> willpower	<b>+0</b>	<b>+0</b>	<b>+0</b>
					<b>CMB</b> combat maneuver	<b>+7</b>
					<b>CMD</b> maneuver defense	<b>18</b>
					<b>SP RES</b> spell resistance	<b>-</b>

weapons & attacks

attack

damage

crit

<b>silver falchion</b>	<b>+6</b>	<b>2d4+9</b>	<b>18-20</b>
<b>dagger, thrown</b>	<b>+4</b>	<b>1d4+4</b>	<b>19-20</b>

## SKILLS

armor penalty

**-1**

		total	ranks	class	ability	misc
acrobatics	dex	5	3	3	1	-2
appraise	int	0		-	0	
bluff	cha	0		-	0	
climb	str	2		-	4	-2
diplomacy	cha	0		-	0	
escape artist	dex	-1		-	1	-2
heal	wis	0		-	0	
intimidate	cha	8	3	3	0	2
perception	wis	6	3	3	0	
stealth	dex	5	3	3	1	-2
sense motive	wis	0			0	
swim	str	-2		-	4	-6

## FEATS & FEATURES

buffy form +2 Str/Dex, -2 Cha

+2 sv vs disease, +4 sv vs mind effects

resist level drain

manipulative +2/+3 to bluff or intimidate

vampiric form: darkvision, bite (1d4 +2 temp hps)

light sensitivity, negative energy affinity, garlic revulsion

Rage: +4 Str/Con +2 Will -2 AC 13 rnds/day

Rage Power: Overbearing advance (4 dam w/overrun)

Fast Movement

Feat: Power Attack

Feat: Improved Overrun

Trait: Berzerker of the society

Trait: Highlander +1 stealth, it is class skill

Invulnerability: DR 1/-



Ability scores: -2 con, +2 cha [+2 dex and str, -2 cha]\*

Undead resistance: dhampirs gain a +2 [+4] racial bonus on saving throws against disease and mindaffecting effects.

Resist level drain (ex): a dhampir takes no penalties from energy drain effects, though he can still be killed if he accrues more negative levels than he has hit dice. After 24 hours, any negative levels a dhampir takes are removed without the need for an additional saving throw. When in vampiric form, his hd counts as 2 higher for the purpose of determining when he dies from negative levels.

Manipulative: dhampirs gain a racial bonus on bluff and perception checks. In vampiric form the bonus to bluff is replaced with a bonus to intimidate, and the bonus increases to +3 for both skills.

Running water aversion: dhampirs take a -4 on all swim checks in areas of rough or stormy water.

Vampiric form: a dhampir can change shape into a more fearsome form as a standard action. It gains a +2 to str and dex, but a -2 to cha while in this form. It may stay in this form as long as it wishes. A dhampir may revert to humanoid form as a swift action.

While in vampiric form the dhampir gains a number of vampiric qualities, chosen from the following list. He may choose up to two vampiric qualities, no two from the same category.

scent

deathwatch (constant)

blindsight 15 ft. (only against creatures who are bleeding from some kind of wound)

vampiric offense:

2 slam attacks that deal 1d6 points of damage.

a bite attack that deals 1d4 points of damage.

Dominant person as a spell-like ability once per day.

Using this ability precludes you from choosing another power from the vampiric powers list for that day.

A dhampir who bites someone may swallow their blood as a free action, gaining 1d4+1 per 2 levels temporary hp. He may also bite a creature that has died within the last minute. The effects last for one hour. Feeding on a living, unwilling creature is an evil act. This ability requires a bite attack to function.

Summon monster 1 3/day. This may only be used to summon bats, rats, and wolves, though the dhampir may summon 1d4+1 of them. Using any uses of this ability precludes you from choosing another power from the vampiric powers list for that day.

Darkvision: dhampirs see perfectly in the dark up to 60 feet.

Low-light vision: in addition to their ability to see perfectly in the dark up to 60 ft, dhampirs have low-light vision, allowing them to see twice as far as humans in conditions of dim light.

Light sensitivity: dhampirs are dazzled in areas of bright sunlight or within the radius of a daylight spell. While in vampiric form the penalties increase to +2, and the effect of any healing spells are halved.

Negative energy affinity: though a living creature, a dhampir reacts to positive and negative energy as if it were undead—positive energy harms it, while negative energy heals it.

Garlic revulsion: dhampirs hate the scent of garlic and endeavor to stay away from it whenever possible. They are sickened on the first round they enter an area laced with garlic, though on subsequent rounds they can attempt to overcome their revulsion by succeeding on a dc 20 fort save. In addition, if they chose the scent ability from their vampiric form power, they lose the benefits of it as long as they remain within the area, and the penalties from sickened increase to +3.

\*numbers in [] denote benefits only gained in vampiric form.

Fast movement: speed +10 ft in less than heavy armor or load. (pfc 31).

Extreme endurance: the invulnerable rager is inured to cold climate effects as if using endure elements. In addition, the barbarian gains 1 point of ice resistance.

Invulnerability: the invulnerable rager gains dr 1/- . This damage reduction is doubled against nonlethal damage.

Rage: your barbarian can rage for 12 rounds. Rage rounds are renewed after 8 hours rest. While raging, gain +4 str, +4 con, and +2 on will saves, -2 to ac. The increased con grants you +6 temporary hit points. Can't use cha-, dex-, or int-based skills (except fly, intimidate, ride, and acrobatics) or any ability that requires patience or concentration. A barbarian can end her rage as a free action and is fatigued for a number of rounds equal to 2 times the number of rounds spent during the rage. A barbarian cannot enter a new rage while fatigued but can otherwise enter a rage multiple times during a single encounter or combat. (pfc 32).

Rage powers: Overbearing advance - while raging, the barbarian inflicts 4 points of damage whenever she succeeds at an overrun combat maneuver. (pfc 75). (Pfc 32-34).

Improved overrun: you do not provoke an attack of opportunity when performing an overrun combat maneuver. In addition, you receive a +2 bonus on checks made to overrun a foe. In addition, increase the dc of performing an overrun combat maneuver against you by +2. Targets of your overrun attempt may not

chose to avoid you. (pfcf 127-128)

power attack: take -1 to melee attack rolls for +2 in melee damage bonus (+3 for 2hd or with natural weapons that do 1-1/2 str mod, +1 for off-hand or secondary natural weapons). Lasts until your next turn. (pfcf 131)

shield proficiency: you can use a shield and take only the standard penalties. (pfcf 133)

Berserker of the society (combat: barbarian): your time spent as a pathfinder has taught you new truths about the origins of the your rage ability. You may use your rage ability for 3 additional rounds per day.

Highlander (regional): you were born and raised in rugged badlands or hills, and you've become something of an expert at evading the predators, monsters, and worse that haunt the highlands. You gain a +1 trait bonus on stealth checks, and stealth is always a class skill for you. This trait bonus increases to +2 in hilly or rocky areas. (pfapg 332)



## SOME DAYS JUST SUCK

The sun reaches the Shadows of Magrimar weakly, if at all, and the night is no time for children. Born to a bitterleaf-addicted whore and some nameless John, Agatha's Geist grew up here, surrounded by crime, poverty and desperation. Such is fertile ground for resentment and Agatha's sprang forth one day when Sir Rowland's men were rounding up vagrants for another "Display of Decency" down at the stocks.

Normally, little would come from the raging of a fifteen year old, but Agatha's nameless father's blood ran true that day as she gorged herself on the corpses of the men-at-arms. Her fellows in the Shadows would have protected her had it been a simple knife in the dark, but a monstrous blood feast was something else altogether.

Fleeing the city, she spent the next several years on the run from her thirst, cursing her nameless father. The man had compounded the miserable circumstances of her birth with this unreasoning curse. Agatha's life became one of hatred, for both the living and the undead, as she dedicated her life to the destruction of both.

Agatha would next see Magrimar from behind the one-eyed mask of a Skinsaw cultist. Norgerber's church had initially appealed to her as a means of vengeance for her birth. It was only upon joining that she learned that her fellow cultists cared nothing for their nefarious god or his empty promises and murdered only for political gains in this world. Still, Agatha stayed with the cult for the opportunities to kill were both frequent and easy as most of her fellows didn't really want to do their own wet work.

Agatha spent many years in the Skinsaw cult - in both Magrimar and Korvosa, yet it was the mission in Sandpoint that would finally bring their relationship to a close.

Slipping into Sandpoint, Agatha quietly slipped toward the residence of Sheriff Hemlock. Climbing the back wall of his estate, she froze, shocked to see cavorting figures inside the structure, loose garments flapping with their gyrating movements. Gliding up to a rear window, the young dhampir slid open a shutter, revealing the interior of the house and a scene out of nightmare.

The sheriff and his family lay in the main dining hall, their limbs scattered about, the floor pooled with blood. Several figures in red and yellow motley danced amongst the bodies while a tall, thin man sat at the table, feasting on the viscera of his erstwhile hosts. Those cultists, for these men wore the same motley as she herself, waved haunches of meat vigorously, their jaws biting and chewing the entire time.

Enraged, Agatha slipped to the mudroom beside the stable. She'd signed up for murder, enjoyed murder, but the walking dead were an entirely different matter. First lighting the stable and then the house, she spent the rest of the evening hunting ghouls through the streets of Sandpoint before disappearing once again, now hunted by yet another group.