

AKANNI

Human Adept 4

Brawler

AGE 22 **HEIGHT** 6 feet 2 inches
WEIGHT 180 pounds **SIZE** Medium
CULTURE Dragoncult

Armor Class 16

Breastplate

STR 16 (+3)
SAVE +5

DEX 14 (+2)
SAVE +4

CON 14 (+2)
SAVE +2

INT 10 (+0)
SAVE +0

WIS 14 (+2)
SAVE +2

CHA 8 (-1)
SAVE -1



PROFICIENCIES & LANGUAGES

Proficiency Bonus +2; **Maneuver DC** 13

Saving Throws Strength, Dexterity

Skills Acrobatics (*tumbling* +1d4), Athletics (*jumping* +1d4), Insight, Perception, Persuasion, Religion, Stealth

Passive Perception 14; **Passive Insight** 14

Armor Light armor, medium armor, shields

Weapons Improvised weapons, simple weapons, punching daggers, shortswords, throwing daggers

Tools Flute

Languages Abyssal, Common, Draconic

ARCHETYPE: BRAWLER

Brawlers are unarmed fighters known for toughness and unpredictability.

Hit Points

29

Hit Dice

4 (1d8+2)

Speed

30 ft.

STARTING EQUIPMENT

Backpack, bedroll, clothes (common), darts (10), hempen rope (50 feet), holy symbol, mess tin, robe, padded cloth, prayer book, prayer beads, shortsword, tinderbox, torches (10), waterskin, *healing potion* (basic; 2), 1 gold, rations (10 Supply)

BACKGROUND: ACOLYTE

Connection Ekon, a corrupt priest who tried to guide Akanni's village towards demon worship by perverting their religion. Banished in shame after being exposed by Akanni, Ekon would like nothing more than to get revenge.

Memento After Akanni's home was destroyed all that was left of his temple was a candle. He doesn't understand why the candle never burns down, but considers it to be a manifestation of his own faith.

Ordination. Akanni is expected to perform the religious ceremonies of his faith, including weddings and funerals. In exchange, members of his faith will provide him and his companions with food, lodging, and a moderate lifestyle.

DESTINY: DEVOTION

Akanni gains inspiration when he performs acts of devotion or sacrifice. Akanni fulfills his destiny of Devotion and gains his fulfillment feature when he performs an heroic act of selfless sacrifice.

Source of Inspiration

It's Own Reward. Akanni gains inspiration whenever he completes a quest, fulfils a difficult promise, or commits an act of self sacrifice that includes grievous injury to himself.

Inspiration Feature

Selfless Aid. Whenever Akanni takes the Help action to aid an ally attacking a creature, he may spend his inspiration. If he does, in addition to the normal benefits of the Help action, that creature has disadvantage on attack rolls against creatures other than Akanni until the start of his next turn.

Fulfillment Feature

Miraculous Revival. Universal forces are often inclined to restore those who die heroically for noble causes, blessing their sacrifice by making them better than they were before. As long as you have not died of old age, 24 hours after you die (or in 24 hours, if your death triggered gaining this feature) you miraculously revive intact with full hit points. You appear after "narrowly surviving" the circumstances that killed you—climbing out of the chasm you fell down, crawling from the rubble of the structure that collapsed over you, waking up from impossibly lethal wounds that prove superficial, or magically transporting from the plane of existence you were caught in. In addition, the first time you are revived in this way, you gain a +1 bonus on all future attack rolls, ability checks, and saving throws.*

CURRENT HIT POINTS

Hit Dice	Maximum Hit Points
Total _____	

INITIATIVE

Ability or Skill Check

RESISTANCES & IMMUNITIES

TREASURE

TEMPORARY HIT POINTS

SUPPLY

Max Carried **16**

DEATH SAVES

Successes
Failures

Fatigue

Strife

C.P.

S.P.

E.P.

G.P.

P.P.

COMBAT

ATTACKS

Attack	Action	To Hit	Range	Target	Damage
Unarmed Strike	A	+5	reach 5 ft	one target	1d4+3 bludgeoning
Shortsword	A	+5	reach 5 ft	one target	1d6+3 piercing
Dart	A	+5	ranged 20/60 ft	one target	1d4+3 piercing

SHORTSWORD

Defensive. When Akanni makes an attack with this weapon and is using a medium shield, he can use a bonus action to either make an attack with his shield or increase his Armor Class by 1 until the start of his next turn.

Parrying. When Akanni is wielding this weapon and not using a shield, once before his next turn he can gain an expertise die to his AC against a single melee attack made against him by a creature he can see. Akanni cannot use this property while incapacitated, paralyzed, rattled, restrained, or stunned.

MARTIAL ARTS

When Akanni uses the Attack action with an unarmed strike or an adept weapon (such as a shortsword) on his turn, he can make one unarmed strike.

COMBAT MANEUVERS

Akanni knows the Rapid Current and Razor's Edge combat traditions. He can spend exertion to activate the following combat maneuvers. Akanni starts play with 4 exertion, which are recovered whenever he takes a short or long rest.

Maneuver	Action	Exertion	Effects
Charge (Razor's Edge)	A	1	Akanni moves up to 30 feet in a straight line and makes a melee weapon attack. He can't take the Dash action and use this maneuver on the same turn.
Perceptive Stance (Rapid Current)	B	1	Once activated, this combat stance remains active until Akanni is knocked unconscious, stunned, activates a different combat stance, begins a long rest, or chooses to end it on his turn. Akanni's passive Perception score increases by 3 and he gains an expertise die on Perception checks.
Rapid Drink (Rapid Current)	B	1	Akanni drinks a potion or administers a potion to a creature within reach.

Akanni also uses exertion to power some of his adept class features.

Feature	Action	Exertion	Effects
Flurry of Blows (Adept Feature)	B	1	Immediately after Akanni takes the Attack action on his turn, he can make two unarmed strikes.
Long Step (Adept Feature)	B	1	Akanni takes the Disengage or Dash action, and his jump distance is doubled for the turn.
Patient Defense (Adept Feature)	B	1	Akanni takes the Dodge action.

Current Exertion Max Exertion

SPECIAL COMBAT OPTIONS

A Battle Meditation (1/Rest). Akanni spends 1 hit die to regain 1d4 exertion.

Brutal Defense. Akanni is proficient with light armor. While he is wearing light armor, he replaces his Dexterity modifier with his Strength modifier for AC. In addition, while wearing light armor he can benefit from the Adept Speed practiced technique or any other that has it as a requirement.

Desperate Dash (1/Rest). When Akanni takes the Dash action, his movement that turn does not provoke opportunity attacks. During this movement, he gains an expertise die (+1d4) on Athletics checks made to jump, Acrobatics checks made to avoid hazards, and Dexterity saving throws.

B Draconic Umbra (1/Long Rest). Akanni can cause draconic power to course around him in a draconic umbra. This draconic umbra lasts for 1 minute or until he uses a bonus action to end it. Once on each of his turns while this umbra is active, he can deal 1 extra fire damage to one target he deals damage with an attack.

Intrepid (1/Rest). When Akanni makes an attack roll, ability check, or saving throw, he can choose to gain an expertise die (+1d4) on that roll.

Unorthodox Arsenal. Akanni is proficient with improvised weapons. When he hits a target with an improvised weapon, he can spend 1 exertion to deal additional damage equal to his martial arts die (1d4) or use a basic maneuver against the same target.

EXPLORATION

Marathon Runner. The first time between each long rest that Akanni would gain a level of fatigue, he does not gain that level of fatigue. He still suffers a level of fatigue from finishing a long rest without any Supply.

Practiced Technique: Adept Speed. Akanni's Speed increases by 10 feet while he is not wearing armor or wielding a shield.

Sojourner's Fortitude. Akanni gains an expertise die (+1d4) on saving throws made to resist exhaustion for marching longer than 8 hours.

SPECIAL ITEMS

◆ **Potion of Healing.** Drinking this swirling red liquid restores 2d4+2 hit points.

OTHER FEATURES

Fast Learner. Akanni requires half as much time as normal to train himself in the use of a suit of armor, skill, tool, or weapon during downtime.

Moderately Outfitted. Akanni is proficient with medium armor and shields.

NOTES
