

PATHFINDER

UFI

An orphan raised in the Mugumo Plains by doting farmers, Ufi always enjoyed the simple things in life. He grew to be a strong, thoughtful young man, eager to help harvest crops, build farmhouses, or haul furniture. Ufi loved his family and his village and considered himself blessed by the love they showed him in return.

During an outing to collect wood, Ufi discovered an ancient set of stone beads engraved with an intricate design resembling rays of light. A passing pilgrim took note of the beads and identified them as sacred to Tlehar, an ancient

goddess once worshipped in the city of Mzali. The pilgrim told the village that Ufi was blessed by Tlehar, destined for greater things, and he recommended Ufi hone his skills at the Magaambya. Ufi felt uncertain about leaving his village, but he traveled with the pilgrim to Nantambu, learning of Tlehar's lore along the way. He now wishes to learn as much as he can about magic and his new faith, and he hopes to protect his classmates and make his village proud.

Ufi likes all his fellow students, but he's particularly captivated by Zane's easygoing demeanor and wit.

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UNIQUE NG MEDIUM HUMAN HUMANOID

Male human cleric of Tlehar (*Pathfinder Lost Omens Legends* 100)

Heritage versatile human

Background farmhand

Cleric Doctrine warpriest

Perception +7

Languages Common, Mwangi

Skills Athletics +6, Diplomacy +4, Farming Lore +3, Medicine +7, Nature +7, Religion +7

Str 16, **Dex** 10, **Con** 12, **Int** 10, **Wis** 18, **Cha** 12

Items backpack, chain mail, club, healer's tools, morningstar, wooden religious symbol of Tlehar, steel shield (Hardness 5, HP 20, BT 10), 8 sp

AC 17 (19 with shield raised); **Fort** +6, **Ref** +3, **Will** +9

HP 17

Shield Block ➤ **Requirement** Ufi has his shield raised; **Effect** Ufi's shield prevents him from taking an amount of damage up to the shield's Hardness. Ufi and the shield each take any remaining damage, possibly breaking or destroying the shield.

Speed 20 feet

Melee ➤ morningstar +6 (versatile P), **Damage** 1d8+3 bludgeoning

Melee ➤ club +6, **Damage** 1d6+3 bludgeoning

Ranged ➤ club +3 (thrown 10 feet), **Damage** 1d6+3 bludgeoning

Divine Prepared Spells DC 17, attack +7; **1st** *bless*, *heal* (x2), *magic weapon*; **Cantrips** (1st) *daze*, *detect magic*, *guidance*, *light*, *stabilize*

Ancestry Feat Natural Ambition

Class Feat Deadly Simplicity

Skill Feats Assurance (Athletics), Hefty Hauler

Other Abilities anathema (lose your motivation to your regrets, spread despair, treat a loved one poorly), divine font (*heal*), edicts (give yourself fully to everything you attempt, always maintain hope that tomorrow will be a better day, treasure every gift you are given by those who matter to you)

