

CHARACTER NAME

Barbarian (Totem Warrior) 11

Outlander - Guide

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Half Orc

NN

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

+5

20

DEXTERITY

+2

12

CONSTITUTION

+3

16

INTELLIGENCE

-1

8

WISDOM

0

10

CHARISMA

+1

12

INSPIRATION

+4

PROFICIENCY BONUS

- ☒ +9 Strength
- ☐ +2 Dexterity
- ☒ +7 Constitution
- ☐ -1 Intelligence
- ☐ 0 Wisdom
- ☐ +1 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ 0 Animal Handling (Wis)
- ☐ -1 Arcana (Int)
- ☒ +9 Athletics (Str)
- ☐ +1 Deception (Cha)
- ☐ -1 History (Int)
- ☐ 0 Insight (Wis)
- ☒ +5 Intimidation (Cha)
- ☐ -1 Investigation (Int)
- ☐ 0 Medicine (Wis)
- ☒ +3 Nature (Int)
- ☒ +4 Perception (Wis)
- ☐ +1 Performance (Cha)
- ☐ +1 Persuasion (Cha)
- ☐ -1 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☒ +4 Survival (Wis)

SKILLS

15

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum 112

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 11d12

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I watch over my friends as if they were a litter of newborn pups.

PERSONALITY TRAITS

Might - The strongest are meant to rule.

IDEALS

I suffer awful visions of a coming disaster and will do anything to prevent it.

BONDS

I am too enamored of ale, wine, and other intoxicants.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Great Axe +9 1d12+5

Javelin +9 1d6+5

Hand Axe +9 1d6+5

Great Axe - Slashing, 7lb, 2 Handed

Javelin (of lightning) - Piercing, 2lb, 30/120

Hand Axe x 2 - Slashing, Light, 20/60

ATTACKS & SPELLCASTING

Half Orc Traits
+2 Str, +1 Con
Darkvision: 60 feet
Relentless Endurance: When you hit 0 HP but not outright killed you drop to 1 HP instead. Needs a long rest reset.
Menacing: Gain Prof. in Intimidation.
Savage Attacks: When you score a crit hit with a melee weapon, you add one extra weapon dice roll to the damage.

Barbarian
Rage
- Bonus Action, 4 times (1 min)
- +3 damage
- Resistant to bludgeoning, piercing, slashing damage.

Unarmored Defense
- When wearing no armor your AC = 10 + Dex mod + Con mod. You CAN use a shield.

Reckless Attack
- On your first attack of your turn, you can go reckless which gives you advantage on melee weapon attacks that use Strength but all attack rolls against you have advantage.

Danger sense,
- You have advantage on Dex saving throws on things you can see like traps and spells. You cannot be blinded, deafened or incapacitated to use this feature.

Extra Attack
- You make a second attack when you take the Attack action.

Fast Movement
- You gain +10 Speed when not wearing heavy armor.

Feral Instinct
- You have advantage on Initiative. Additionally, if you're surprised, you can act as normal, but only if you enter a rage first.

Brutal Critical
- At level 9, you roll 1 additional die when you crit. At level 13, you roll 2, and level 17, you roll 3.

Relentless Rage
- If you drop to 0 HP while raging, you can make a CON save (DC: 10 + 5 for every subsequent use). If you succeed the CON save, you drop to 1 HP instead. The DC resets on a short or long rest.

Primal Path
- Path of the Totem Warrior

Spirit Seeker
- You can cast Speak with Animals and Beast Sense, but only as rituals.

Spirit Walker
- You can cast Commune with Nature as a ritual. You communicate with your Totem Spirit.

Totem Spirit: Bear
- You gain resistance to all damage except Psychic damage.

Totem Spirit: Eagle
- You can see up to 1 mile away with no difficulty. Additionally, dim light doesn't impose disadvantage on your Wisdom (Perception) checks.

FEATURES & TRAITS

14

PASSIVE WISDOM (PERCEPTION)

Common, Orc, Sylvan

Simple Weapons
Martial Weapons
Light Armor
Medium Armor
Shields

OTHER PROFICIENCIES & LANGUAGES

CF

SF

EP

GF

PF

3x Healing Potion

Cape of the Mountainbank: While wearing this cape it, you can use it to cast the dimension door spell as an action. This property of the cape can't be used again until the next dawn. When you disappear, you leave behind a cloud of smoke, and you appear in a similar cloud of smoke at your destination.

Javelin of Lightning: When you hurl it and speak its command word, it transforms into a bolt of lightning, forming a line 5 feet wide that extends out from you to a target within 120 feet. Each creature in the line excluding you and the target must make a DC 13 Dexterity saving throw, taking 4d6 lightning damage on a failed save, and half as much damage on a successful one. The lightning bolt turns back into a javelin when it reaches the target. Make a ranged weapon attack against the target. On a hit, the target takes damage from the javelin plus 4d6 lightning damage. The javelin's property can't be used again until the next dawn.

EQUIPMENT