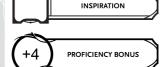


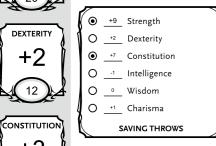
Barbarian (Totem Warrior) 11 Outlander - Guide CLASS & LEVEL BACKGROUND PLAYER NAME Half Orc NN RACE ALIGNMENT **EXPERIENCE POINTS**



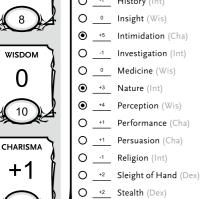
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INTELLIGENCE













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NAME	ATK BONUS	DAMAGE/TYPE
Great Axe	+9	1d12+5
Javelin	+9	1d6+5
Hand Axe	+9	1d6+5

DEATH SAVES

Great Axe - Slashing, 7lb, 2 Handed

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

HIT DICE

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

ATTACKS & SPELLCASTING

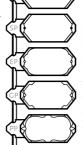


PASSIVE WISDOM (PERCEPTION)

Common, Orc, Sylvan

Simple Weapons Martial Weapons **Light Armor** Medium Armor Shields

OTHER PROFICIENCIES & LANGUAGES



3x Healing Potion

Cape of the Mountenbank: While wearing this cape Cape of the Mountenbank: 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

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

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

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

I was, in fact, raised by wolves.

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

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 Atlacks: When you score a crit hit with a melee weapon, you add
one extra weapon dice roll to the damage.

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.

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

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

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

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

- 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