

23

Character Name			Class & Level		Background		Player Name	
15/16			Barbarian 10		City-Watch		-	
+2			Lythari		CG		-	
30/40/50 ^{ft}								
AC	Initiative	Speed	Race		Alignment		EP	
d12	10		Str		Dex		Con	
Hit Dice			Int		Wis		Cha	
Total			18		14		16	
Used			•		•		•	
Max Hp			+4		+2		+3	
Hp			+4		+2		+1	
Temp Hp			+4		+2		+1	
Proficiency Bonus			+8		+2		+7	
			+8		+2		+1	

Skills

Strength +4

- Athletics

Constitution +3

Dexterity +2

- Acrobatics

- Sleight of Hand

- Stealth

Intelligence -1

- Arcana

- History

- Investigation

- Nature

- Religion

Wisdom +1

- Animal

- Handling

- Insight

- Medicine

- Perception

- Survival

Charisma +1

- Deception

- Intimidation

- Performance

- Persuasion

Weapons

Greataxe

+8 1d12 + 4 Slashing

Heavy, Two-Handed

Handaxe

+8 1d6 + 4 Slashing

Light, Thrown(20/60)

Javelin

+8 1d6 + 4 Piercing

Thrown(30/120)

Proficiencies

Weapons

- Simple Weapons

- Martial Weapons

Armor

- Light Armor

- Medium Armor

- Shields

Language

- Common

- Elfen

- Sylvan

- Dwarfish

Tools

- None

Features

City-Watch

Watcher's Eye

Feel for local laws and criminals, easy find local outpost of the watch, pick out dens of criminal activity, more welcome in former locations

Darkvision

60ft dim Light see as bright, darkness as dim. No color in darkness.

Wolf Form

bonus act, no weapon / shield, ac 12+dex, only understand wolfs

Wold Sense

in wolf form adv perception (smelling, hearing)

Bite

in wolf form bite nat weapon, 1d6+str piercing

Fey Ancestry

in humanoid form adv saves being charmed, magic can't put you to sleep

Trance

in humanoid form 4h long rest

Rage

bonus Action, 1min (or unconscious, not attacked or taken dmg, end as bonus action) adv str checks and saves, resistance bludgeoning, piercing, slashing, +3 to damage, 4x long rest

Unarmored Defense

Danger Sense

if no armor AC = 10 + Dex + Con adv dex saves, effects you can see, to get, can't be blinded, deafened, or incapacitated

Reckless Attack

on first attack, decide, adv attack using str for 1 turn, enemy adv attack until next turn

Extra Attack

Feral Instinct

attack twice
adv on initiative, surprised and not incapacitated, act normal on turn, if bonus action used to rage
+1 dmg dice if crit melee

Brutal Critical

Spirit Seeker

Path of the Totem Warrior
Cast Beast Sense and Speak with Animals as ritual

Totem Spirit

Wolf, While raging friends adv melee attacks against any creature within 5 feet of you that is hostile.

Aspect of the Beast

Wolf, track creatures while traveling at fast pace, stealth at normal pace.

Spirit Walker

Cast Commune with Nature as ritual, Totem Spirit animal appears to you to convey the information

Dual Wielder

+1 AC while dual wielding, dual wield non-light weapons, draw and stow 2 weapons in 1 Turn

Feats

Equipment

Horn	To summon help
Manacle	Set
Grateaxe	
Handaxe	2
Javelin	4
Bedroll	
Mess kit	
Tinderbox	
Torch	10
Ration	10 days
Waterskin	
Rope	50ft
Figure	Wolf

10

PP	GP	EP
SP	CP	



81	5'0"	130
Age	Height	Weight
Blue	Pale	Short White
Eyes	Skin	Hair

Features

DARKVISION

You can see in dim light within 60 ft of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

WOLF FORM

As a Bonus Action you can change between your humanoid form and your wolf form. In your wolf form, you can not use any weapon or shield, only other wolfs and wolf-lycanthropics will understand you and your armor does not count on your ac, you have instead a ac of 12 + your dexterity modifier.

WOLF SENSE.

In your wolf form, you have an advantage in perception checks that rely on hearing or smelling.

BITE

In your wolf form, your bite acts as a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your strength modifier instead of the normal damage.

FEY ANCESTRY.

In your humanoid form you have advantage on saving throws against being charmed and magic can't put you to sleep.

TRANCE.

In your humanoid form you do not sleep. Instead you meditate deeply, remaining semi-conscious for 4 hours a day. After resting this way you benefit from the same benefit a human would from 8 hours of sleep.

WATCHER'S EYE

Your experience in enforcing the law, and dealing with lawbreakers, gives you a feel for local laws and criminals. You can easily find the local outpost of the watch or a similar organization, and just as easily pick out the dens of criminal activity in a community, although you're more likely to be welcome in the former locations rather than the latter.

RAGE

In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the Barbarian table. You have resistance to bludgeoning, piercing, and slashing damage.
- If you are able to cast spells, you can't cast them or concentrate on them while raging.

Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times shown for your barbarian level in the Rages column of the Barbarian table, you must finish a long rest before you can rage again.

UNARMORED DEFENSE

While you are not wearing any armor, your armor class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

DANGER SENSE

At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

RECKLESS ATTACK

Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

PRIMAL KNOWLEDGE

When you reach 3rd level and again at 10th level, you gain proficiency in one skill of your choice from the list of skills available to barbarians at 1st level.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

FAST MOVEMENT

Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

FERAL INSTINCT

By 7th level, your instincts are so honed that you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

BRUTAL CRITICAL

Beginning at 9th level, you can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack. This increases to two additional dice at 13th level and three additional dice at 17th level.

SPIRIT SEEKER

Yours is a path that seeks attunement with the natural world, giving you a kinship with beasts. At 3rd level when you adopt this path, you gain the ability to cast the Beast Sense and Speak with Animals spells, but only as rituals.

TOTEM SPIRIT

At 3rd level, when you adopt this path, you choose a totem spirit and gain its feature. You must make or acquire a physical totem object – an amulet or similar adornment – that incorporates fur or feathers, claws, teeth, or bones of the totem animal. At your option, you also gain minor physical attributes that are reminiscent of your totem spirit. For example, if you have a bear totem spirit, you might be unusually hairy and thick-skinned, or if your totem is the eagle, your eyes turn bright yellow.

WOLF

While you're raging, your friends have advantage on melee attack rolls against any creature within 5 feet of you that is hostile to you. The spirit of the wolf makes you a leader of hunters.

ASPECT OF THE BEAST

At 6th level, you gain a magical benefit based on the totem animal of your choice. You can choose the same animal you selected at 3rd level or a different one.

WOLF

You gain the hunting sensibilities of a wolf. You can track other creatures while traveling at a fast pace, and you can move stealthily while traveling at a normal pace.

SPIRIT WALKER

At 10th level, you can cast the Commune with Nature spell, but only as a ritual. When you do so, a spiritual version of one of the animals you chose for Totem Spirit or Aspect of the Beast appears to you to convey the information you seek.

DUAL WIELDER

You master fighting with two weapons, gaining the following benefits:

- You gain a +1 bonus to AC while you are wielding a separate melee weapon in each hand.
- You can use two-weapon fighting even when the one handed melee weapons you are wielding aren't light.
- You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.

Spells

SPEAK WITH ANIMALS

1st-level Divination

Casting Time: Action

Range: Self

Components: V, S

Duration: 10 minutes

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the DM's discretion.

BEAST SENSE

2nd-level Divination

Casting Time: Action

Range: Touch

Components: S

Duration: Concentration, up to 1 hour

You touch a willing beast. For the duration of the spell, you can use your action to see through the beast's eyes and hear what it hears, and continue to do so until you use your action to return to your normal senses.

COMMUNE WITH NATURE

5th-level Divination

Casting Time: 1 minute

Range: Self

Components: V, S

Duration: Instantaneous

You briefly become one with nature and gain knowledge of the surrounding territory. In the outdoors, the spell gives you knowledge of the land within 3 miles of you. In caves and other natural underground settings, the radius is limited to 300 feet. The spell doesn't function where nature has been replaced by construction, such as in dungeons and towns.

You instantly gain knowledge of up to three facts of your choice about any of the following subjects as they relate to the area:

- terrain and bodies of water
- prevalent plants, minerals, animals, or peoples
- powerful celestials, fey, fiends, elementals, or undead
- influence from other planes of existence
- buildings

For example, you could determine the location of powerful undead in the area, the location of major sources of safe drinking water, and the location of any nearby towns.