D&D BEYOND

Vamana Firehammer

CHARACTER NAME

Barbarian 19 [Path of the Ancestral Guardian]

CLASS & LEVEL | PLAYER NAME

Gray Dwarf (Duergar) | Outlander

RACE | BACKGROUND | EXPERIENCE POINTS

STRENGTH	+5	20
DEXTERITY	+2	14
CONSTITUTION	+4	18
INTELLIGENCE	-1	8
WISDOM	+0	10
CHARISMA	+0	10

⊙	+12	Strength
○	+3	Dexterity
⊙	+11	Constitution
○	+0	Intelligence
○	+1	Wisdom
○	+1	Charisma

Saving Throw Modifiers

+1 Bonus on saves
Advantage Against Poison
Advantage against illusions and against being charmed

SAVING THROWS

○	+2	Acrobatics	DEX
○	+0	Animal Handling	WIS
○	-1	Arcana	INT
Ⓟ	+11	Athletics	STR
○	+0	Deception	CHA
○	-1	History	INT
○	+0	Insight	WIS
Ⓟ	+6	Intimidation	CHA
○	-1	Investigation	INT
○	+0	Medicine	WIS
○	-1	Nature	INT
Ⓟ	+6	Perception	WIS
○	+0	Performance	CHA
○	+0	Persuasion	CHA
○	-1	Religion	INT
○	+2	Sleight of Hand	DEX
○	+2	Stealth	DEX
Ⓟ	+6	Survival	WIS
○			
○			
○			

SKILLS

+2
INITIATIVE

ARMOR
19
CLASS

Resistances - Poison
DEFENSES

INSPIRATION

+6
PROFICIENCY BONUS

ABILITY SAVE DC

35 ft. (Walking)
SPEED

Max HP	Current HP	Temp HP
214		--

HIT POINTS

Total 19d12
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

=== ARMOR ===
Light Armor, Medium Armor, Shields

=== WEAPONS ===
Martial Weapons, Simple Weapons

=== TOOLS ===
Drum, Smith's Tools

=== LANGUAGES ===
Common, Dwarvish, Orc, Undercommon

PROFICIENCIES & LANGUAGES

=== ACTIONS ===
Standard Actions
Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

=== BONUS ACTIONS ===
Great Weapon Master Attack
On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 HP with one, you can make one melee weapon attack as a bonus action.

Rage • 6 / Long Rest
As a bonus action enter a rage for up to 1 minute (10 rounds).

You gain advantage on STR checks and saving throws (not attacks), +4 melee damage with STR weapons, resistance to bludgeoning, piercing, slashing damage. You can't cast or concentrate on spells while raging.

Your rage 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 as a bonus action.

=== REACTIONS ===
Spirit Shield
If you are raging and another creature you can see

ACTIONS

16	PASSIVE WISDOM (PERCEPTION)
10	PASSIVE WISDOM (INSIGHT)
9	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 120 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Giant Slayer Greataxe	+12	1d12+6 Slashing	Martial, Heavy, Two-Handed
Handaxe, +2	+13	1d6+7 Slashing	Simple, Light, Thrown, Range (20/60)
Handaxe, +2	+13	1d6+7 Slashing	Simple, Light, Thrown, Range (20/60)
Javelin of Lightning	+11	1d6+5 Piercing	+4d6 Lightning, 1 Charge, Simple, Thrown, Range (30/120)
Javelin, +1	+12	1d6+6 Piercing	Simple, Thrown, Range (30/120)
Maul, +2	+13	2d6+7 Bludgeoning	Martial, Heavy, Two-Handed

WEAPON ATTACKS & CANTRIPS

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D&D BEYOND

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	Gray Dwarf (Duergar) / Outlander
	RACE / BACKGROUND / EXPERIENCE POINTS

=== BARBARIAN FEATURES ===

* Hit Points • PHB 47

* Proficiencies • PHB 47

* Rage • PHB 48
As a bonus action enter a rage for up to 1 minute (10 rounds).

You gain advantage on STR checks and saving throws (not attacks), +4 melee damage with STR weapons, resistance to bludgeoning, piercing, slashing damage. You can't cast or concentrate on spells while raging.

Your rage 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 as a bonus action.

| 6 / Long Rest • 1 Bonus Action

* Unarmored Defense • PHB 48
While not wearing armor, your AC equals 10 + DEX modifier + CON modifier + any shield bonus.

* Reckless Attack • PHB 48
When you make your first attack on your turn, you can decide to attack recklessly, giving you advantage on melee weapon attack rolls using STR during this turn, but attack rolls against you have advantage until your next turn.

* Danger Sense • PHB 48
You have advantage on DEX saving throws against effects that you can see while not blinded, deafened, or incapacitated.

* Primal Path • PHB 48

| Path of the Ancestral Guardian

* Ancestral Protectors • XGtE 10
While raging, the first creature you hit with an attack on your turn has disadvantage on any attack that isn't against you, and when the target hits a creature other than you, that creature has resistance to the damage dealt by the attack.

* Ability Score Improvement • PHB 49

* Extra Attack • PHB 49
You can attack twice, instead of once, whenever you take the Attack action on your turn.

* Fast Movement • PHB 49
Your speed increases by 10 ft. while you aren't wearing heavy armor.

* Spirit Shield • XGtE 10
If you are raging and another creature you can see within 30 feet of you takes damage, you can use your reaction to reduce that damage by 4d6

| 1 Reaction

* Feral Instinct • PHB 49
You have advantage on initiative rolls. Also, if you are surprised at the beginning of combat but not incapacitated, you can act normally on your first turn if you enter a rage before doing anything else.

* Brutal Critical • PHB 49
You can roll three additional weapon damage dice when determining the extra damage for a critical hit with a melee attack.

* Consult the Spirits • XGtE 10
Once per short rest, you can cast either augury or clairvoyance, without using a spell slot or material components. WIS is your spellcasting ability for these spells.

* Relentless Rage • PHB 49
If you drop to 0 hit points while you're raging and don't die, you can make a DC 10 CON saving throw. If you succeed, you drop to 1 hit point instead.

The DC increase by 5 each time you use this after the first, resetting to 10 after a short or long rest.

|

* Vengeful Ancestors • XGtE 10
When you use your Spirit Shield to reduce the damage of an attack, the attacker takes an amount of force damage equal to the damage that your Spirit Shield prevents.

* Persistent Rage • PHB 49
Your rage ends early only if you fall unconscious or if you choose to end it.

* Indomitable Might • PHB 49
If your total for a Strength check is less than your Strength score, you can use that score in place of the total.

=== GRAY DWARF (DUERGAR) RACIAL TRAITS ===

* Dwarven Resilience • BR 20
You have advantage on saves against poison and resistance against poison damage.

* Dwarven Combat Training • BR 20
You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

* Tool Proficiency • BR 20
You gain proficiency with your choice of smith's tools, brewer's supplies, or mason's tools.

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	5
PP	3

WEIGHT CARRIED: 136.16 lb.
ENCUMBERED: 300 lb.
PUSH/DRAG/LIFT: 600 lb.

NAME	QTY	WEIGHT
Javelin of Lightning	1	2 lb.
Giant Slayer Greataxe	1	7 lb.
Javelin, +1	4	8 lb.
Pike, +1	1	18 lb.
Handaxe, +2	1	2 lb.
Handaxe, +2	1	2 lb.
Maul, +2	1	10 lb.
Bag of Holding	1	15 lb.
Boots of Elvenkind	1	--
Bracers of Defense	1	--
Cloak of Protection	1	--
Decanter of Endless Water	1	2 lb.
Portable Hole	1	--
Figurine of Wondrous Power (Obsidian Steed)	1	--
Potion of Healing (Greater)	2	1 lb.

NAME	QTY	WEIGHT
Heward's Handy Haversack	1	5 lb.
Knave's Eye Patch	1	--
Bedroll	1	7 lb.
Clothes, Traveler's	1	4 lb.
Mess Kit	1	1 lb.
Rations (1 day)	10	20 lb.
Rope, Silk (50 feet)	1	5 lb.
Tinderbox	1	1 lb.
Torch	10	10 lb.
Waterskin	1	5 lb.
Smith's Tools	1	8 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT
Bracers of Defense	1	--
Cloak of Protection	1	--
Knave's Eye Patch	1	--

EQUIPMENT

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Vamana Firehammer

CHARACTER NAME

Barbarian 19 [Path of the Ancestral Guardian]

CLASS & LEVEL

PLAYER NAME

Gray Dwarf (Duergar)

RACE

Outlander

BACKGROUND

EXPERIENCE POINTS

* Stonecunning • BR 20
Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check.

* Duergar Magic • SCAG
[3rd] You can cast enlarge/reduce, using only the enlarge option once per long rest. [5th] You can cast the invisibility spell once per long rest. You don't need material components to cast these spells and you can't cast them while you're in direct sunlight (sunlight has no effect on them once cast). INT is your spellcasting ability.

* Duergar Resilience • SCAG
You have advantage on saving throws against illusions and against being charmed or paralyzed.

* Extra Language • SCAG
You can speak, read, and write Undercommon.

* Sunlight Sensitivity • SCAG
You have disadvantage on attack rolls and on Perception checks that rely on sight when you, your target, or whatever you are trying to perceive is in direct sunlight.

* Superior Darkvision • SCAG
You can see in darkness (shades of gray) up to 120 ft.

=== FEATS ===

* Great Weapon Master • PHB 167
On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 HP with one, you can make one melee weapon attack as a bonus action. Before you make a melee attack with a heavy weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll to add +10 to the attack's damage.

| Great Weapon Master Attack: 1 Bonus Action

* Savage Attacker • PHB 169
Once per turn when you roll damage for a melee weapon attack, you can reroll the weapon's damage dice and use either total.

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Rope, Silk (50 feet)	1	5 lb.			

ADDITIONAL EQUIPMENT

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Vamana Firehammer

CHARACTER NAME

Female	70	Medium	4' 0"	141
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Chaotic Neutral	Hanseath	Grayish Blue	Brown	Gray
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I watch over my friends as if they were a litter of newborn pups. I place no stock in wealthy or well-mannered folk. Money and

PERSONALITY TRAITS

Glory. I must earn glory in battle, for myself and my clan. (Any)

IDEALS

My family, clan, or tribe is the most important thing in my life, even when they are far from me.

BONDS

I am slow to trust members of other races, tribes, and societies.

FLAWS

Vamana Firehammer's story is a rich tapestry of dwarven resilience, primal strength, and deep-seated values, woven through the fabric of her life as a Gray Dwarf Barbarian. Born beneath the stalactite-laden ceilings of her subterranean home, she is a striking figure with her grayish-blue skin and gray hair, which she wears in a practical style befitting her no-nonsense attitude. Her intense brown eyes, sharp and discerning, are ever watchful, reflecting her vigilant nature.

Standing a sturdy 4 feet tall and weighing 141 pounds, Vamana embodies the robust build of the Gray Dwarves, her physique honed for endurance and battle. Her choice to walk the Path of the Ancestral Guardian is deeply rooted in her connection to her ancestors, whose spirits she believes guide and protect her in her endeavors.

Vamana's life as an Outlander began with a desire to explore beyond the dimly lit caverns of her youth. Her skills in Athletics, Intimidation, Perception, and Survival were not only shaped by the echoing chambers of the undermountain but also by the vast and wild lands she traversed. Her proficiency with the drum and smith's tools are echoes of her heritage, linking her to her roots even as she roams far from her clan.

Despite her formidable presence, Vamana is fiercely protective of her companions, watching over them with a nurturing vigilance reminiscent of a mother guarding her pups. She holds little regard for the trappings of wealth or the niceties of polite society, firmly believing that in the face of real danger, such as a hungry owlbear, only strength and bravery prevail.

Her alignment as Chaotic Neutral and her devotion to Hanseath, the deity of war and revelry, fuel her desire for glory in battle. Vamana seeks to earn honor and recognition not just for herself but for her clan, viewing each victory as a tribute to her ancestors and her people.

CHARACTER BACKSTORY

At the age of 70, which is considered mature for a dwarf, Vamana carries with her a deep sense of responsibility towards her family, clan, and tribe. They are the anchor of her life, her most cherished bond, and she holds them in her heart even as she journeys far and wide.

However, Vamana's trust does not come easily, especially towards those of other races, tribes, and societies. This wariness is a flaw she grapples with, often making her interactions with others outside her clan cautious and reserved.

Vamana Firehammer's life is not just a tale of a wandering Gray Dwarf Barbarian. It is a story of a warrior deeply rooted in tradition and ancestral honor, yet unafraid to chart her own course across the wide and wild world. Her journey is a reflection of her struggle to reconcile her inherent mistrust of the unfamiliar with the experiences and relationships she encounters in her travels. Each battle, each new landscape, and each interaction is a step towards understanding and glory, not just for herself, but for her clan.

Her adherence to the ideals of glory in battle is evident in every aspect of her life. From the way she readies herself for combat to the fierce loyalty she shows to her companions, Vamana seeks to embody the valor and honor of a true warrior. Her battles are not just physical confrontations but also a way to uphold the traditions and honor of her ancestors.

The modest lifestyle Vamana leads is a testament to her beliefs. For her, the true riches lie in the glory of battle, the strength of her bonds, and the traditions of her people. Her modest abode, often a temporary shelter in the wild or a room in an inn, is a far cry from the ornate halls of her youth but is rich in stories and experiences.

Vamana's journey is also colored by the joyous beats of her drum, a rhythmic echo of her heritage and a reminder of the jubilant celebrations of her clan. The drumbeat is not just a musical expression but also a connection to her roots, a reminder of where she comes from and the traditions she upholds.

As she continues her journey, Vamana Firehammer remains a complex figure, a blend of fierce warrior spirit, deep-seated clan loyalty, and an ongoing quest to find her place in a world that is often larger and more diverse than the caverns of her childhood. Her story is one of continuous growth, as she seeks to bridge the gap between her insular upbringing and the vast array of cultures and races she encounters. In her quest for glory and honor, Vamana not only fights for her clan but also for a deeper understanding of herself and the world around her.

ADDITIONAL NOTES

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SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== 2nd LEVEL ===								
O	Enlarge/Reduce <C>	Duergar Magic	CON 13	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 237	1/LR, D: 1m, V/S/M
O	Invisibility <C>	Duergar Magic	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 254	1/LR, D: 1h, V/S/M
O	Augury	Consult the Spirits	--	1m	Self	V,S,M	Instantaneous	PHB 215	1/SR, V/S/M
	=== 3rd LEVEL ===								
O	Clairvoyance <C>	Consult the Spirits	--	10m	1 mile	V,S,M	Concentration, up to 10 minutes	PHB 222	1/SR, D: 10m, V/S/M

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