



ZIACK

Barbarian (Totem) : 3

Half-orc

Lumberjack (folk hero)

CLASS &amp; LEVEL

RACE

BACKGROUND

PROFICIENCY BONUS: +2

PASSIVE PERCEPTION: 9

+3

STRENGTH

SAVING  
THROW

+5

BASE 17

● +5 Athletics

+1

DEXTERITY

SAVING  
THROW

+1

BASE 13

○ +1 Acrobatics  
○ +1 Slight of Hand  
○ +1 Stealth

+2

CON

SAVING  
THROW

+4

BASE 15

0

INTEL.

SAVING  
THROW

-1

BASE 10

○ 0 Arcana  
○ 0 History  
○ 0 Investigation  
● +2 Nature  
○ 0 Religion

-1

WISDOM

SAVING  
THROW

+0

BASE 8

● +1 Animal Handling  
○ -1 Insight  
○ -1 Medicine  
○ -1 Perception  
● +1 Survival

+1

CHARISMA

SAVING  
THROW

+1

BASE 12

○ +1 Deception  
○ +1 Intimidation  
○ +1 Performance  
○ +1 Persuasion

## TOOL PROFICIENCIES:

Woodcarver's tools

## LANGUAGES:

Common, Urcish

## WEAPON/ARMOUR PROFICIENCIES:

Light & Medium armour, shields  
All weapons

13

ARMOUR  
CLASS

+1

INITIATIVE

32

HP

Hit Dice: 3d12

Speed: 30ft

## WEAPONS:

NAME/RANGE	ATK BONUS	DAMAGE/TYPE
Great axe melee (2h)	+5	1d12+5Slashing
Hatchet 20/60	+5 (3r)	1d6+5 slashing (+3r)
Javelin	+5 (3r)	1d6+5 piercing (+3r)

## CHARACTER NOTES:

Thinking is for other people. I prefer  
action.IDEALS  
SincerityBONDS  
Worked the land, love the land,  
will protect the landFLAWS  
I have a weakness for vices of the city,  
especially hard drink and narcotics

## SPECIAL ABILITIES:

**Rage:** Can enter a rage in  
battle as a bonus action,  
gaining advantage on strength  
checks and strength saving  
throws, gain bonus damage on  
STR melee attacks (+2), and  
have resistance to bludgeoning,  
piercing, and slashing damage.Duration: 1 minute, until  
knocked unconscious, or  
you go a turn without attacking  
/taking damage.

3/Long rest

**Unarmoured defence:** While  
not wearing armour, AC equals  
10 + DEX + CON. Can use and  
gain the benefit of a shield.**Reckless attack:** Can opt to  
gain advantage on STR attacks,  
but attack rolls on you also  
have advantage until next turn.**Danger sense:** Advantage on  
DEX saves against seen threats  
(e.g. traps, spells). Cannot be  
sense impaired.**Spirit seeker:** Can cast beast  
sense and speak with animals  
as rituals.**Totem spirit (moose):**  
While raging, you have  
resistance to all damage  
except psychic**Rustic hospitality:**  
You can find a place to hide,  
rest, or recuperate amongst  
other commoners, unless you  
threaten them. They will aid  
you unless it significantly  
disadvantages them.

## EQUIPMENT:

Commoner's clothes  
Greataxe  
Hatchet (Handaxe)\*2  
Shovel  
Iron pot  
Wooden shield (wip)  
whittled wooden mask10gp  
backpack  
bedroll  
mess kit  
tinderbox  
10 torches  
10 days rations  
waterskin  
50ft hempen rope