

TOOL PROFICIENCIES:

Woodcarver's tools

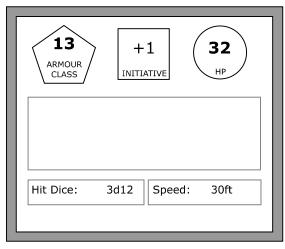
LANGUAGES:

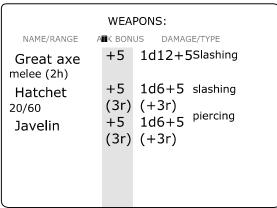
Common, Urcish

WEAPON/ARMOUR PROFICIENCIES:

Light & Medium armour, shields All weapons Barbarian (Totem): 3 Half-orc Lumberjack (folk hero)

CLASS & LEVEL RACE BACKGROUND





CHARACTER NOTES:

Thinking is for other people. I prefer action.

IDEALS Sincerity

BONDS

Worked the land, love the land, will protect the land

FLAWS

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 mask 10gp backpack bedroll mess kit tinderbox 10 torches 10 days rations waterskin 50ft hempen rope