



DUNGEONS & DRAGONS®

Thrumble Fistbasher

CHARACTER NAME

STRENGTH

15

+2

DEXTERITY

14

+2

CONSTITUTION

16

+3

INTELLIGENCE

6

-2

WISDOM

10

+0

CHARISMA

12

+1

INSPIRATION

PROFICIENCY BONUS

- +4 Strength
- +2 Dexterity
- +5 Constitution
- 2 Intelligence
- 0 Wisdom
- +1 Charisma

SAVING THROWS

- +2 Acrobatics (Dex)
- 0 Animal Handling (Wis)
- 2 Arcana (Int)
- +4 Athletics (Str)
- +1 Deception (Cha)
- 2 History (Int)
- 0 Insight (Wis)
- +3 Intimidation (Cha)
- 2 Investigation (Int)
- 0 Medicine (Wis)
- +2 Nature (Int)
- +2 Perception (Wis)
- +1 Performance (Cha)
- +1 Persuasion (Cha)
- 2 Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +4 Survival (Wis)

SKILLS

12

PASSIVE WISDOM (PERCEPTION)

Languages:

Very rare Halfling Tribe language, (5000 words) Common, illiterate

Armor:

Light Armor, Medium Armor, Shields

Weapons:

Simple Weapons, Martial Weapons

Tools:

Knapping Tool

OTHER PROFICIENCIES & LANGUAGES

Barbarian 3

CLASS & LEVEL

Halfling

RACE

Primitive Tribe M4RZ

BACKGROUND

Chaotic Good

ALIGNMENT

PLAYER NAME

EXPERIENCE

15
ARMOR CLASS+2
INITIATIVE25ft
SPEED

Hit Point Maximum 31

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d12

3d12
HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Atlatl	+4	1d4 p
Flint Knives	+4	1d4 p
Greataxe	+4	1d12 s
Spear	+4	1d6 p
Unarmed Strike	+4	3 b

Greataxe
Atlatl (Javelin)
2 Flint Knives
15 Flint-tipped Spears

ATTACKS & SPELLCASTING

CP	1
SP	
EP	
GP	
PP	

a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days or rations, waterskin, 50ft. hempen rope, Knapping Tools

EQUIPMENT

Curiosity Unbounded: Thrumble is endlessly curious, always seeking to understand the world beyond their tribe's boundaries. Their insatiable thirst for knowledge leads them to ask questions others overlook.

PERSONALITY TRAITS

Freedom of Spirit: Thrumble treasures personal freedom, valuing the ability to forge their own path without societal constraints.

IDEALS

Tribal Kinship: Thrumble has a strong bond with their tribe, viewing them as family. They prioritize protecting and uplifting their tribe above all else.

BONDS

Impulsive Nature: Thrumble's impulsiveness can lead to risky actions and hasty decisions, endangering themselves and their companions.

FLAWS

Halfling Traits (Stout)

- Lucky
- Brave
- Halfling Nimbleness
- Stout Resilience

Grappler

Primitive Tribe

- Tension Sense

Barbarian Traits

- Rage
- Unarmored Defense
- Reckless Attack
- Danger Sense
- Path of the Totem Warrior
 - Spirit Seeker
 - Totem Spirit



Thrumble Fistbasher

CHARACTER NAME



Thrumble Fistbasher, a Halfling Barbarian from a primitive tribe, is a wild and energetic figure with untamed chestnut hair and vibrant green eyes. His attire of furs, leather, and feathers reflects his deep connection to nature. Armed with flint-tipped spears and knives, Thrumble moves with a feral grace, radiating warmth, protectiveness, and surprising wisdom. He embodies the untamed spirit of the wilderness, leaving a lasting impression on all who encounter him.

CHARACTER APPEARANCE

Thrumble Fistbasher hails from a remote and isolated primitive tribe nestled deep within the untamed wilderness. Born into a world untouched by modern civilization, Thrumble grew up surrounded by the raw beauty and harsh realities of the natural world. From a young age, they displayed an insatiable curiosity and a unique perspective, asking questions that no one else thought to ponder.

One fateful day, an unexpected event disrupted their tranquil existence. A group of explorers stumbled upon the tribe's hidden enclave, bringing with them the wonders and complexities of the outside world. Intrigued and filled with a sense of adventure, Thrumble volunteered to venture beyond the tribe's boundaries to explore this newfound realm.

With each interaction and experience, Thrumble's understanding of the world expanded. They embraced their role as a bridge between the primitive ways of their tribe and the complexities of modern society. Along the way, they joined a group of like-minded adventurers, sharing their unique insights.

CHARACTER BACKGROUND

25

AGE

Green

EYES

2'8"

HEIGHT

Rugged

SKIN

42lbs

WEIGHT

Chestnut

HAIR

The Wildheart Guardians is an esteemed organization dedicated to preserving the delicate balance between civilization and the natural world. Comprised of skilled individuals from diverse backgrounds, the Guardians strive to protect and advocate for the welfare of the wilderness and its inhabitants.

At the core of their mission is a profound respect for nature's beauty, wisdom, and intrinsic value. The Guardians are staunch defenders of endangered species, fragile ecosystems, and vanishing habitats. They actively engage in efforts to prevent further destruction, restore damaged lands, and promote sustainable practices.

NAME

The Wildheart Guardians



SYMBOL

ALLIES & ORGANIZATIONS

Thrumble's lack of exposure to modern civilization and his unique upbringing in a primitive tribe allows him to think outside the box when faced with challenges. He approaches problems from unconventional angles, often surprising his companions with unorthodox solutions that prove to be remarkably effective.

Thrumble possesses a wealth of knowledge about his tribe's traditions, rituals, and legends. This knowledge includes expertise in survival skills, foraging, tracking, and understanding the natural world. His tribal upbringing grants them insight and wisdom that others may lack.

Thrumble's lack of exposure to the complexities of modern society can lead him to be brutally honest and straightforward in his interactions. He may unintentionally speak his mind or ask blunt questions, often without understanding the potential social implications. His naivety and genuine nature can be endearing and refreshing, providing a refreshing perspective in a world filled with pretense.

Thrumble bears tribal markings on his body, representing significant milestones or achievements in his tribe. These markings may take the form of intricate tattoos, scarification, or decorative paint. Each mark tells a story, and Thrumble carries his tribe's history and culture with pride.

ADDITIONAL FEATURES & TRAITS

1. Shimmering Quartz Crystal: A crystal that Thrumble discovered in a hidden cave. When exposed to sunlight, it refracts the light into a mesmerizing display of colorful patterns. This crystal possesses natural healing properties, allowing Thrumble to channel its energy.

2. Enchanted Feather: A pristine white feather gifted to Thrumble by an ancient and wise owl. This feather grants the ability to cast *Feather Fall* once per day, allowing Thrumble and their allies to gracefully descend from great heights without harm.

3. Tribal Totem Carving: A meticulously carved wooden totem that represents Thrumble's tribe and their connection to nature. The totem is adorned with feathers, shells, and symbols of the elements. This totem serves as a symbol of Thrumble's heritage and can be used in rituals or as a focus for his spiritual abilities.

TREASURE



SPELLCASTING CLASS

SPELLCASTING ABILITY

NA

NA

0 CANTRIPS

Beast Sense (as ritual)

Speak with Animals (as ritual)

SLOTS TOTAL

SLOTS EXPENDED

1

3

6

7

8

8

1

FEATURES, MAGIC ITEMS AND SPELLS

HALFLING TRAITS

LUCKY

When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

BRAVE

You have advantage on saving throws against being frightened.

HALFLING NIMBLENESS

You can move through the space of any creature that is of a size larger than yours.

STOUT RESILIENCE

You have advantage on saving throws against poison, and you have resistance against poison damage.

FEATS

GRAPPLER

Prerequisite. Strength 13 or higher

You've developed the skills necessary to hold your own in close-quarters grappling. You gain the following benefits:

- You have advantage on attack rolls against a creature you are grappling.
- You can use your action to try to pin a creature grappled by you. To do so, make another grapple check. If you succeed, you and the creature are both restrained until the grapple ends.

PRIMITIVE TRIBE

You come from a primitive tribe that has had no interaction with 'modern' civilization. Nearly everything is new to you. Things that everyone else takes for granted are fascinating to you at least at first. You ask dumb questions though sometimes these questions are actually very smart because you ask about things that no one else questions. You generally do things the wrong way (for example putting on armor) until someone shows you how to do them. However you are also attuned to things of nature that other people don't notice.

LANGUAGES

You learn 100 new words per month. You may also learn to read and write in six months.

TENSION SENSE

You are attuned to the sounds of the creatures in the natural environment around you. You can tell when there is danger, or something unnatural going on, because you can sense the tension in the environment around you.

Tension sense does not work in a city, castle, town, dungeon, or open ocean (but it does work in a village or isolated tower).

BARBARIAN TRAITS

RAGE

Rages: 2

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 +2 bonus to the damage roll. This bonus increases as you level.
- 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 maximum number of times for your barbarian level, you must finish a long rest before you can rage again.

UNARMORED DEFENSE

While you are not wearing any armor, your Armor Class equals $10 + \text{your Dexterity modifier} + \text{your Constitution modifier}$. You can use a shield and still gain this benefit.

Armor Class: 15

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.

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.

PATH OF THE TOTEM WARRIOR

The Path of the Totem Warrior is a spiritual journey, as the barbarian accepts a spirit animal as guide, protector, and inspiration. In battle, your totem spirit fills you with supernatural might, adding magical fuel to your barbarian rage.

Most barbarian tribes consider a totem animal to be kin to a particular clan. In such cases, it is unusual for an individual to have more than one totem animal spirit, though exceptions exist.

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

Chosen Totem Spirit: Bear

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.

Your totem animal might be an animal related to those listed here but more appropriate to your homeland. For example, you could choose a hawk or vulture in place of an eagle.

Bear. While raging, you have resistance to all damage except psychic damage. The spirit of the bear makes you tough enough to stand up to any punishment.

SPELLS

The barbarian can only cast spells as rituals. The ritual version of a spell takes 10 minutes longer to cast than normal. It also doesn't expend a spell slot, which means the ritual version of a spell can't be cast at a higher level.

CANTRIP

BEAST SENSE

2nd Level Divination (Ritual)

Casting Time: 1 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.

SPEAK WITH ANIMALS

1st Level Divination (Ritual)

Casting Time: 1 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 GMs discretion.

MISCELLANEOUS

ATLATL (RANGED, EXOTIC)

Javelin, Range (90/240)

The atlatl is a tool that uses leverage to achieve greater velocity in projectile-throwing. It may consist of a shaft with a cup or a spur at the end that supports and propels the butt of the ammunition. It is held in one hand, gripped near the end farthest from the cup. The projectile is thrown by the action of the upper arm and wrist. The throwing arm together with the atlatl acts as a lever.

The atlatl will use either darts, javelins, or spears as ammunition. The atlatl will be designed to work with only one of these, and cannot be used with the other types of ammunition.

The effect of using an atlatl is that the short range is tripled, the long range is doubled, and damage is increased. Also, different to other ranged weapon, the user will use the Strength modifier for to-hit rolls and damage rolls.

MISCELLANEOUS

ATTACK AND DAMAGE ROLLS

MELEE WEAPONS

Attack Roll.

Greataxe:

1d20 + STR-Modifier + Proficiency Modifier
Current Max: 24

Atlatl (Throwable):

1d20 + STR-Modifier + Proficiency Modifier
Current Max (melee): 24
Current Max (thrown): 24

Flint Knives (Throwable):

1d20 + STR-Modifier + Proficiency Modifier
Current Max (melee): 24
Current Max (thrown): 24

Spears (Versatile, Throwable):

1d20 + STR-Modifier + Proficiency Modifier
Current Max (melee): 24
Current Max (thrown): 24

Damage Roll.

Greataxe:

1d12 + STR-Modifier (+ 2 (Rage))
Current Max (melee): 14
Current Max (Rage): 16
Current Max (rage): 14

Atlatl (Throwable):

1d8 + STR-Modifier (+ 2 (Rage))
Current Max (melee): 10
Current Max (Rage): 12
Current Max (thrown): 10

Flint Knives (Throwable):

1d4 + STR-Modifier (+ 2 (Rage))
Current Max (melee): 6
Current Max (Rage): 8
Current Max (thrown): 6

Spears (Versatile, Throwable):

1d6 (1d8) + STR-Modifier (+ 2 (Rage))
Current Max (melee): 8
Current Max (versatile): 10
Current Max (Rage): 10
Current Max (versatile, Rage): 12
Current Max (thrown): 8

SPECIAL ATTACKS

Attack Roll.

Unarmed Strike:

1d20 + STR-Modifier + Proficiency Modifier
Current Max: 24

Damage Roll.

Unarmed Strike:

1 + STR-Modifier (+ 2 (Rage))
Current Max (melee): 3
Current Max (Rage): 5