

POINTS D'EXPÉRIENCE

COMPÉTENCES

NOM	ATT	DÉGÂTS / TYPE
Greataxe	+5	1d12+3 Slas...
Handaxe	+5	1d6+3 Slashing
épée en poil ...		1d1+3 Maladie
	+5	3
Greataxe	+5	1d12+3 Slas...
Handaxe	+5	1d6+3 Slashing
épée en poil ...	+5	1d1+3 Maladie

ATTAQUES ET INCANTATIONS

- 1 Greataxe
- 2 Handaxe
- 1 Explorer's Pack
- 4 épée en poil de cul de cafard
- 1 Backpack
- 1 Bedroll
- 1 Mess Kit

ÉQUIPEMENT

TRAITS DE PERSONNALITÉ

IDÉAUX

LIENS

DÉFAUTS

Rage

Unarmored Defense

Darkvision

Relentless Endurance

Savage Attacks

Reckless Attack

Danger Sense

CAPACITÉS ET TRAITS

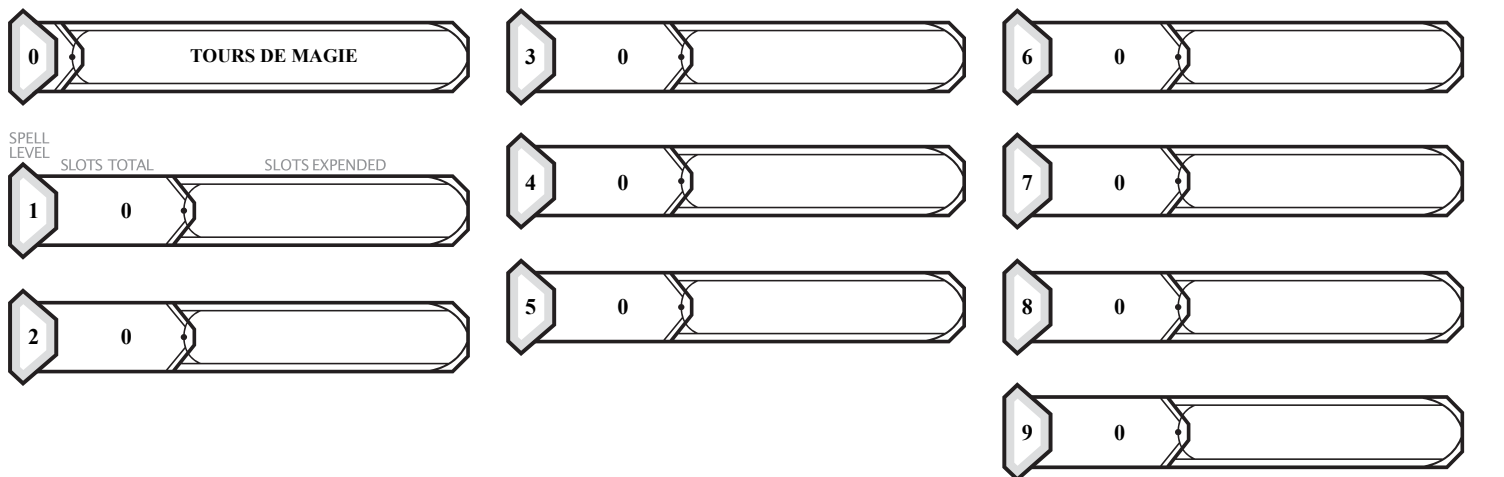
LANGUAGE: Common, Orc

ARMURE: Light Armor, Medium Armor, Shields

ARME: Martial weapons, Simple weapons

AUTRES MAÎTRISES ET LANGUES

[illegible]



CAPACITÉS ET TRAITS

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.

Darkvision

Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet 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.

Relentless Endurance

When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks

When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

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.

SORTS