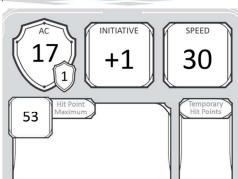


LANGUAGES **PROFICIENCIES** Common, Minotaur, • 0 Goblin MARTIAL MEDIUM ARMOUR WEAPONS **TOOLS & OTHER PROFICIENCIES (** 0 HEAVY ARMOUR Pan Flute SHIELDS 0 0

Minotaur Outlander
RACE BACKGROUND

Neutral Good
ALIGNMENT EXPERIENCE POINTS

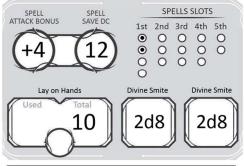


DEATH SAVES

SUCCESSES O

HIT DICE





Level R SPELLS PREPARED	
1 Cure Wounds	o
1 Ceremony	0
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Ancestral Protectors

Starting when you choose this path at 3rd level, spectral warriors appear when you entry you rage. While you're raging, the first creature you hit with an attack on your turn becomes the target of the warriors, which hinder its attacks. Until the start of your next turn, that target has disadvantage on any attack roll that isn't against you, and when the target hits a creature other than you with an attack, that creature has resistance to the damage dealt by the attack. The effect on the target ends early if your rage ends.

FIGHTING STYLE: INTERCEPTION

When a creature you can see hits a target, other than you, within 5 feet of you with an attack, you can use your reaction to reduce the damage the target takes by 1d10 + your proficiency bonus (to a minimum of 0 damage). You must be wielding a shield or a simple or martial weapon to use this reaction.



RAGE

You can enter a rage as a bonus action. While raging, you gai 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 equal to your Rage Damage.
- You have resistance to bludgeoning, piercing, and slashing

You can't cast spells 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 or taken damage since your last turn. You can also end your rage on your turn as a bonus action.

UNARMOURED DEFENCE

Your Armour Class equals 10 + your Dexterity modifier + your Constitution modifier when you are not wearing armour. You can still use a shield.

RECKLESS ATTACK

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

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.

DIVINE SENSE

Action. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You also detect the presence of any consecrated or desecrated place or object. You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

LAY ON HANDS

You have a pool of magical healing equal to 5 x your Paladin level. As an action, you can touch a creature to restore a number of hit pointsto that creature, up to the maximum amount remaining in your pool. You can expend 5 points from your pool to cure one disease or neutralize one poison affecting the target.

DIVINE SMITE

When you hit a creature with a melee weapon attack, you can expend one spell slot to deal extra radiant damage to the target. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

Васкраск





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