



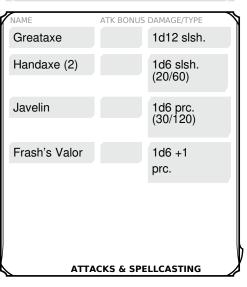


FAILURESO=O=

DEATH SAVES

5d12

HIT DICE



A heavy-set, showman's smile. Dramatic, simple speech. Quick to gesture and move around. Easily believes and becomes enthralled by the outlandish and fictitious.

PERSONALITY TRAITS

Revitalize grappling or some other martial fighting as a sport. Achieve great feats akin to his idol's.

IDFALS

An empathy and understanding for slower, simpler people, as well as livestock and animals of labor.

BONDS

Makes decisions based on flair. Idol may or may not be fictional. Scarcely uses anything besides melee or close range combatAWS

RACIAL

Darkvision: Passive.

Relentless Endurance: On Death Savage Attacks: On Crits

BARBARIAN

Rage: As a bonus Rage Damage: +2

Rages: 3

Legendary Protectors: On Rage Reckless Attack: May activate on the

first attack of any turn. Danger Sense: Passive Unarmored Defense: Passive, AC Determinant Extra Attack: Passive Fast Movement: Passive, no heavy

Armor

FEATS

Sentinel: On enemy attack or disengage, or my opportunity attack

PASSIVE WISDOM (PERCEPTION)

ARMOR: light, medium,

shields

WEAPONS: simple, martial

TOOLS: none

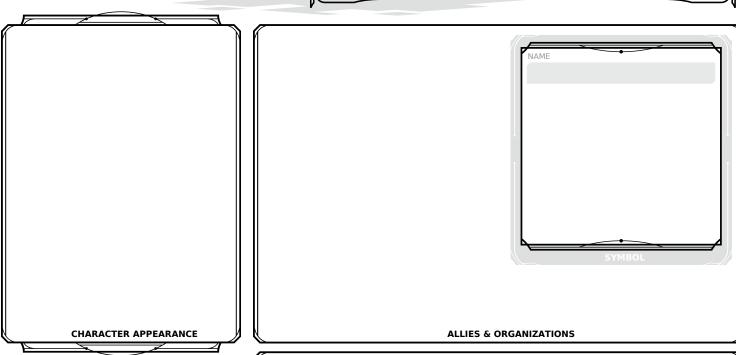
LANGUAGES: Common, Orc

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS





Homesteader

Outlander

Wanderer: You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

Quick Reference:

Two-Weapon Fighting: (putting this here for quick ref.): When you attack with a light melee weapon, use a bonus action to attack with another light melee weapon. Don't add your ability modifier to the damage of the bonus attack.

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

