

STORM WRESTLER

(CHARACTER NAME)

CLASS: BARBARIAN

PLAYSTYLE: DEFENDER

RACE: _____

DIFFICULTY: HARD

APPEARANCE

ROLEPLAYING

IDEALS:

LANGUAGES:

1) Common

2)

BONDS:

PERSONALITY:

FLAWS:

ALIGNMENT: _____

+5
STRENGTH

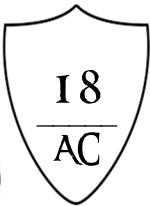
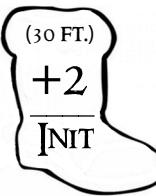
+2
DEXTERITY

+5
CONSTITUTION

-1
INTELLIGENCE

-1
WISDOM

+0
CHARISMA



SPECIAL

Storm Rage. When you enter rage, choose an effect to apply to 10 ft. around you. As a bonus action while raging, you may reapply the effect.

Tundra: -2 dmg on next hit against each ally

Desert: 2 fire to all

Sea: 1d6 lightning to one (DEX save: 1/2 dmg)

REACTIONS

Opportunity Attack. ∞

When an enemy exits your melee range, attack it with your storm shield.

ITEMS

EQUIPMENT:

Main Hand. Wrestling Arm.

Off-Hand. Storm Shield.

Armor. Breastplate.

TOOLS/KITS:

Mason's Tools. A trowel, a hammer, a chisel, brushes, and a square for working stone.

Hit Dice.

During short rest (1 hr.), heal yourself for 1d12+3.

BACKPACK:

Explorer's Pack.

- bedroll
- mess kit
- tinderbox, torch (10)
- waterskin, rations (10)
- hempen rope (50 ft.)

ATTACKS (+5)

Storm Shield. ∞

Melee, 1d4+3 bludgeoning.

Wrestle. ∞

Melee, 0 damage. Grapple a creature, reducing its move speed to 0. You have advantage on attacks against creatures you are grappling. [STR or DEX contest: free – action to repeat].

BONUS ACTIONS

Rage.

For 1 minute, as long as you attack or take damage during a round, you gain:

- 1) advantage on STR and wrestle rolls,
- 2) resistance to physical damage,
- 3) additional +2 damage to attacks, and
- 4) one storm aura effect.

ABILITIES (DC 13)

Pin. ∞

If you wrestle an already grappled creature, you may restrain both yourself and the target until the grapple ends. [STR or DEX contest: free – action to repeat].

FEATURES

Danger Sense. You have advantage on DEX saves when not blinded, deafened, or incapacitated.