

CHIEFTAIN

(CHARACTER NAME)

CLASS: BARBARIAN

PLAYSTYLE: BRUISER

RACE: _____

DIFFICULTY: MEDIUM

APPEARANCE

ROLEPLAYING

IDEALS:

LANGUAGES:

- 1) Common
- 2) Beast

3)

BONDS:

PERSONALITY:

FLAWS:

ALIGNMENT: _____

+6
STRENGTH

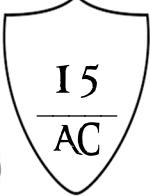
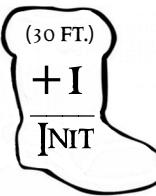
+1
DEXTERITY

+5
CONSTITUTION

-1
INTELLIGENCE

+0
WISDOM

-1
CHARISMA



SPECIAL

Totem Spirit. When you enter rage, choose one:
Bear: resistance to all non-psychic damage,
Wolf: ally attacks have advantage against
enemies within 5 ft. of you, or
Eagle: opportunity attacks against you have
disadvantage, may dash as bonus action.

REACTIONS

Opportunity Attack. ∞

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

Endure.

When you take damage, reduce the damage by 1d12+3.

ITEMS

EQUIPMENT:

Main Hand. Greathammer (2-handed).

Off-Hand.

Armor. Breastplate.

TOOLS/KITS:

Woodcarver's Tools. A knife, a gouge, and a small saw for crafting intricate wooden objects.

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 (+6)

Greathammer. ∞
Melee, 2d6+4 bludgeoning.

BONUS ACTIONS

Rage.

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

- 1) advantage on STR rolls,
- 2) resistance to physical damage,
- 3) additional +2 damage to attacks, and
- 4) one totem spirit bonus.

ABILITIES (DC --)

Beast Sense. ∞

After 10 minutes of connecting with a willing beast, you can see and hear through it until you end the spell.
[Touch range, lasts 1 hr.]

Dash. ∞

You have double your move speed this turn.

Reckless Attack. ∞

As a free action, all your attacks and all attacks against you are made with advantage. [Lasts 1 turn].

FEATURES

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

Endurance. You regain your endure use after a short rest.