

DEADEYE

CLASS: BARBARIAN

PLAYSTYLE: SHOOTER

RACE: _____

DIFFICULTY: VERY EASY

APPEARANCE

ROLEPLAYING

IDEALS:

LANGUAGES:

- 1) Common
- 2)

BONDS:

PERSONALITY:

FLAWS:

ALIGNMENT: _____

- I

+ 3

STRENGTH

DEXTERITY

+ 5

CONSTITUTION

+ 0

INTELLIGENCE

+ 2

WISDOM

- I

CHARISMA

(30 FT.)
+ 3
INIT

I 6
AC

/ 35
HP

SPECIAL

Deadeye. ∞

As a free action, before you make a *ballista* attack, you may take a -5 penalty to the roll. If you hit, you deal +10 damage.

REACTIONS

ITEMS

EQUIPMENT:

Main Hand. Ballista (2-handed).

Off-Hand.

Armor. Unarmored.

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 (+5)

Ballista. ∞

Ranged (400 ft.), 1d10+3 piercing. Ignore half and 3/4 cover.

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, and
- 3) additional +5 necrotic to attacks.

ABILITIES (DC --)

Dash. ∞

You have double your move speed this turn.

FEATURES

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