

Branda "La Fiera" Gunnarsson

CHARACTER NAME

Barbarian IPath of

CLASS & LEVEL

Human

RACE

Outlander

BACKGROUND

Chaotic Neutral

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

+3

17

DEXTERITY

+2

14

CONSTITUTION

+3

16

INTELLIGENCE

0

10

WISDOM

-1

8

CHARISMA

0

11

INSPIRATION

+4

PROFICIENCY BONUS

- ☒ +7 Strength
- ☐ +2 Dexterity
- ☒ +7 Constitution
- ☐ 0 Intelligence
- ☐ -1 Wisdom
- ☐ 0 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ -1 Animal Handling (Wis)
- ☐ 0 Arcana (Int)
- ☒ +7 Athletics (Str)
- ☐ 0 Deception (Cha)
- ☐ 0 History (Int)
- ☐ -1 Insight (Wis)
- ☐ 0 Intimidation (Cha)
- ☐ 0 Investigation (Int)
- ☐ -1 Medicine (Wis)
- ☒ +4 Nature (Int)
- ☒ +3 Perception (Wis)
- ☐ 0 Performance (Cha)
- ☐ 0 Persuasion (Cha)
- ☐ 0 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☒ +3 Survival (Wis)

SKILLS

15

ARMOR CLASS

+2

INITIATIVE

40/30

SPEED

Hit Point Maximum 132

CURRENT HIT POINTS

TEMPORARY HIT POINTS

12x
(1d12+3)

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Greataxe

+7

1d12+3 slashing

Quarterstaff

+7

1d6+3 bludgeoning

Javelin

+7

1d6+3 piercing

Number of Attacks: 2

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Pan Flute

Weapon Proficiencies: Martial; Simple

Armor Proficiencies: Light; Medium; Shields

Language Proficiencies: Common; Giant; Sylvan

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

10

PP

TREASURE

EQUIPMENT

Clothes, traveler's
Explorer's Pack
Hunting trap
Leather



Branda "La Fiera" Gunnarsson

CHARACTER NAME

35

AGE

Black

EYES

190

HEIGHT

White

SKIN

100

WEIGHT

Blonde

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

TREASURE

CHARACTER BACKSTORY

-----Bonus Actions-----

Rage. Advantage on Strength checks and saves; melee damage bonus +3; resistance to bludgeoning, piercing, and slashing damage (lasts 1 minute, use 5 times/long rest).

-----Other Traits-----

Aspect of the Beast. At 6th level, you gain a magical benefit based on the totem animal of your choice. You can choose the same animal you selected at 3rd level or a different one.

Bear. You gain the might of a bear. Your carrying capacity (including maximum load and maximum lift) is doubled, and you have advantage on Strength checks made to push, pull, lift, or break objects.

Eagle. You gain the eyesight of an eagle. You can see up to 1 mile away with no difficulty, able to discern even fine details as though looking at something no more than 100 feet away from you. Additionally, dim light doesn't impose disadvantage on your Wisdom (Perception) checks.

Elk. Whether mounted or on foot, your travel pace is doubled, as is the travel pace of up to ten companions while they're within 60 feet of you and you're not incapacitated. The elk spirit helps you roam far and fast.

Tiger. You gain proficiency in two skills from the following list: Athletics, Acrobatics, Stealth, and Survival. The cat spirit hones your survival instincts.

Wolf. You gain the hunting sensibilities of a wolf. You can track other creatures while traveling at a fast pace, and you can move stealthily while traveling at a normal pace.

Brutal Critical. One additional damage die for melee criticals.

Danger Sense. Advantage on DEX saves against effects you can see.

Extra Attack. Attack twice when taking Attack action.

Fast Movement. Your speed increases to 40 when not heavily armored.

Feral Instinct. Advantage on initiative, surprise doesn't keep you from attacking if you enter rage.

Great Weapon Master. You've learned to put the weight of a weapon to your advantage, letting its momentum empower your strikes. You gain the following benefits:

On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can make one melee weapon attack as a bonus action.

Before you make a melee attack with a heavy weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

Other tools. Outlander staff, a trophy from an animal you killed.

Reckless Attack. Advantage on attacks using Strength, attacks against you have advantage as well.

Relentless Rage. If raging, are reduced to 0 HP, aren't killed, and make a DC 10 save (+5 for each time you've used this feature between rests), you go to 1 HP instead.

Sentinel. You have mastered techniques to take advantage of every drop in any enemy's guard, gaining the following benefits.

When you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn.

Creatures provoke opportunity attacks from you even if they take the Disengage action before leaving your reach.

When a creature within 5 feet of you makes an attack against a target other than you (and that target doesn't have this feat), you can use your reaction to make a melee weapon attack against the attacking creature.

Spirit Seeker. Yours is a path that seeks attunement with the natural world, giving you a kinship with beasts. At 3rd level when you adopt this path, you gain the ability to cast the Beast Sense and Speak with Animals spells, but only as rituals.

Spirit Walker. At 10th level, you can cast the Commune with Nature spell, but only as a ritual. When you do so, a spiritual version of one of the animals you chose for Totem Spirit or Aspect of the Beast appears to you to convey the information you seek.

Totem Spirit. At 3rd level, when you adopt this path, you choose a totem spirit and gain its feature. You must make or acquire a physical totem object – an amulet or similar adornment – that incorporates fur or feathers, claws, teeth, or bones of the totem animal. At your option, you also gain minor physical attributes that are reminiscent of your totem spirit. For example, if you have a bear totem spirit, you might be unusually hairy and thick-skinned, or if your totem is the eagle, your eyes turn bright yellow.

Your totem animal might be an animal related to those listed here but more appropriate to your homeland. For example, you could choose a hawk or vulture in place of an eagle.

Bear. While raging, you have resistance to all damage except psychic damage. The spirit of the bear makes you tough enough to stand up to any punishment.

Eagle. While you're raging and aren't wearing heavy armor, other creatures have disadvantage on opportunity attack rolls against you, and you can use the Dash action as a bonus action on your turn. The spirit of the eagle makes you into a predator who can weave through the fray with ease.

Elk. While you're raging and aren't wearing heavy armor, your walking speed increases by 15 feet. The spirit of the elk makes you extraordinarily swift.

Tiger. While raging, you can add 10 feet to your long jump distance and 3 feet to your high jump distance. The spirit of the tiger empowers your leaps.

Wolf. While you're raging, your friends have advantage on melee attack rolls against any creature within 5 feet of you that is hostile to you. The spirit of the wolf