

Nerva Rompecraneos

NOMBRE DE PERSONAJE

Path of the Ancestral Gu... Failed Merchant

CLASEY NIVEL

TRASFONDO

NOMBRE DEL JUGADOR

Orc

RAZA

Neutral Good

ALINEAMIENTO

PE

FUERZA

4

18

DESTREZA

1

12

CONSTITUCIÓN

2

14

INTELIGENCIA

0

10

SABIDURÍA

2

14

CARISMA

-1

8

INSPIRACIÓN

2

MODIFICACIÓN POR COMPETENCIA

- ☒ 6 Fuerza
- ☐ 1 Destreza
- ☒ 4 Constitución
- ☐ 0 Inteligencia
- ☐ 2 Sabiduría
- ☐ -1 Carisma

TIRADAS DE SALVACIÓN

- ☐ 1 Acrobacias (Des)
- ☐ 2 T. con Animales (Sab)
- ☐ 0 C. Arcano (Int)
- ☒ 6 Atletismo (Fue)
- ☐ -1 Engaño (Car)
- ☐ 0 Historia (Int)
- ☐ 2 Perspicacia (Sab)
- ☒ 1 Intimidación (Car)
- ☒ 2 Investigación (Int)
- ☐ 2 Medicina (Sab)
- ☐ 0 Naturaleza (Int)
- ☒ 4 Percepción (Sab)
- ☐ -1 Interpretación (Car)
- ☒ 1 Persuasión (Car)
- ☐ 0 Religión (Int)
- ☐ 1 Juego de Manos (Des)
- ☐ 1 Sigilo (Des)
- ☐ 2 Supervivencia (Sab)

HABILIDADES

14

SABIDURÍA PASIVA (PERCEPCIÓN)

HERRAMIENTA: Brewer's Supplies

IDIOMA: Common, Dwarvish, Orc

ARMADURA: Light Armor, Medium Armor, Shields

ARMA: Martial weapons, Simple weapons

OTRAS COMPETENCIAS E IDIOMAS

13

ARMOR
CLASS

1.12

INITIATIVE

30

SPEED

Puntos de Golpe Máximos 28

PUNTOS DE GOLPE ACTUALES

PUNTOS DE GOLPE TEMPORALES

Total 3

HIT DICE

SUCCESES

FAILURES

DEATH SAVES

NOMBRE

ATQ

DAÑO/TIPO

Greatsword

+6

2d6+4 Slashing

Javelin

+6

1d6+4 Piercing

Handaxe

+6

1d6+4 slashing

ATAQUES Y LANZAMIENTO DE CONJUROS

CP

SP

EP

10

GP

PP

1 Greatsword

4 Javelin

1 Explorer's Pack

2 Handaxe

1 Bedroll

1 Mess Kit

1 Tinderbox

EQUIPO

To prosper, you have to be in control.

RASGOS DE PERSONALIDAD

Survival. Where there's life, there's hope. If I remain alive and flexible, I can succeed.

IDEALES

Although my business failed, the people of my community were kind to me. I'll do everything in my power to protect them.

VÍNCULOS

Why spend gold here when you can buy the same thing for copper in the next town?

DEFECTOS

----- Combate -----

☐ Ancestral Protectors

☒ Rage

☐ Reckless Attack

☒ Adrenaline Rush

☐ ☒ Orcish Fury

☐ Relentless Endurance

☐ Unarmored Defense

----- Rol -----

☐ Darkvision

☐ Powerful Build

☐ Feature: Supply Chain

☐ Danger Sense

☐ Primal Knowledge

☐ Character Flaws

----- Leyenda -----

RASGOS Y ATRIBUTOS

NOMBRE	ATQ	DAÑO/TIPO

ATAQUES Y LANZAMIENTO DE CONJUROS

[illegible]

Total: 3
3
RAGE

Total: _____

ADRENALINE RUSH

Total: 1

1

**RELENTLESS
ENDURANCE**

Total: 1

1

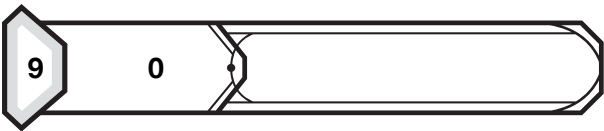
ORCISH FURY

Total: _____

Total: _____

Total: _____

Total: _____



RASGOS Y ATRIBUTOS

----- Combate -----

● Ancestral Protectors

Starting when you choose this path at 3rd level, spectral warriors appear when you enter your rage. While you’re raging, the first creature you hit with an attack on your turn becomes the target of the warriors, which hinder its attacks. Until the start of your next turn, that target has disadvantage on any attack roll that isn’t against you, and when the target hits a creature other than you with an attack, that creature has resistance to the damage dealt by the attack. The effect on the target ends early if your rage ends.

◆ Rage

In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren’t wearing heavy armor: -You have advantage on Strength checks and Strength saving throws. -When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the Barbarian table. - You have resistance to bludgeoning, piercing, and slashing damage. If you are able to cast spells, you can’t cast them or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven’t attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times shown for your barbarian level in the Rages column of the Barbarian table, you must finish a long rest before you can rage again.

● Reckless Attack

Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

◆ Adrenaline Rush

You can take the Dash action as a bonus action. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. Whenever you use this trait, you gain a number of temporary hit points equal to your proficiency bonus.

● ▲ Orcish Fury

Your fury burns tirelessly. You gain the following benefits: - Increase your Strength or Constitution score by 1, up to a maximum of 20. - When you hit with an attack made with a simple or martial weapon, you can roll one of the weapon’s damage dice an additional time and add it as extra damage of the weapon’s damage type. Once you use this ability, you can’t use it again until you finish a short or long rest. - Immediately after you use your Relentless Endurance trait, you can use your reaction to make one weapon attack. (lvl1 feat)

● Relentless Endurance

When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. Once you use this trait, you can’t do so again until you finish a long rest. ! Orcish Fury !

● Unarmored Defense

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

----- Rol -----

● Darkvision

You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

● Powerful Build

You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

● Feature: Supply Chain

From your time as a merchant, you retain connections with wholesalers, suppliers, and other merchants and entrepreneurs. You can call upon these connections when looking for items or information.

● Danger Sense

At 2nd level, you gain an uncanny sense of when things nearby aren’t as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can’t be blinded, deafened, or incapacitated.

● Primal Knowledge

When you reach 3rd level and again at 10th level, you gain proficiency in one skill of your choice from the list of skills available to barbarians at 1st level.

● Character Flaws

- Desventaja en las tiradas de perspicacia - Desventaja en las tiradas de sigilo - Desventaja en las salvaciones en terreno difícil

----- Leyenda -----

● Acción ◆ Acción Bonus ▲ Reacción ● Pasiva

CONJUROS