

PAOLO

CA 15

38 HP

Razza: Dhampir | Classe: Barbarian 3 | Campagna: PROVA 2026 | Edizione: D&D 2014

Iniziativa +3

Velocità 35 ft

FORZA

+3

17

DESTREZZA

+3

17

COSTITUZIONE

+2

15

INTELLIGENZA

+2

14

SAGGEZZA

+3

16

CARISMA

+3

16

TIRI SALVEZZA

<input checked="" type="radio"/> Forza	+5
<input type="radio"/> Destrezza	+3
<input checked="" type="radio"/> Costituzione	+4
<input type="radio"/> Intelligenza	+2
<input type="radio"/> Saggezza	+3
<input type="radio"/> Carisma	+3

ABILITÀ & COMPETENZA (+2)

<input checked="" type="radio"/> Acrobazia (Des)	+5
<input checked="" type="radio"/> Addestrare Animali (Sag)	+5
<input checked="" type="radio"/> Arcano (Int)	+4
<input checked="" type="radio"/> Atletica (For)	+5
<input checked="" type="radio"/> Inganno (Car)	+5
<input checked="" type="radio"/> Storia (Int)	+4
<input checked="" type="radio"/> Intuizione (Sag)	+5
<input checked="" type="radio"/> Intimidire (Car)	+5
<input checked="" type="radio"/> Indagine (Int)	+4
<input checked="" type="radio"/> Medicina (Sag)	+5
<input checked="" type="radio"/> Natura (Int)	+4
<input checked="" type="radio"/> Percezione (Sag)	+5
<input checked="" type="radio"/> Intrattenimento (Car)	+5
<input checked="" type="radio"/> Persuasione (Car)	+5
<input checked="" type="radio"/> Religione (Int)	+4
<input checked="" type="radio"/> Rapidità di Mano (Des)	+5
<input checked="" type="radio"/> Furtività (Des)	+5
<input checked="" type="radio"/> Sopravvivenza (Sag)	+5

ARMI & ATTACCHI

Nessuna arma equipaggiata.

EQUIPAGGIAMENTO & INVENTARIO

Rame (cp): 0 | Argento (sp): 0 | Oro (gp): 0 | Platino (pp): 0

Inventario vuoto o nessun oggetto visibile.

PRIVILEGI DI CLASSE & ABILITÀ SPECIALI

Cantrip_tier

Barbarian

- Level: 3
- Rage Damage: +2
- Rage Uses: 3
- Brutal Crit Dice: 0
- Unarmored Defense: $10 + \text{DES}(3) + \text{COS}(2) = 15 \text{ CA}$

TRATTI DI RAZZA, TALENTI & COMPETENZE

Tratti Razziali: Dhampir

Background: Ruined

Talenti Acquisiti:

- Tenace

Lingue conosciute: Any 1 Languages

RISORSE / RESOURCES

Generale

Ispirazione

Barbaro

Furia

r. lungo

Tratti Razziali

Vampiric Bite

r. lungo

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TRATTI RAZZIALI — TESTO COMPLETO

Size

You are Medium or Small. You choose the size when you gain this lineage.

Ancestral Legacy

If you replace a race with this lineage, you can keep the following elements of that race: any skill proficiencies you gained from it and any climbing, flying, or swimming speed you gained from it.

If you don't keep any of those elements or you choose this lineage at character creation, you gain proficiency in two skills of your choice.

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 as shades of gray.

Deathless Nature

You don't need to breathe.

Spider Climb

You have a climbing speed equal to your walking speed. In addition, at 3rd level, you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.

Vampiric Bite

Your fanged bite is a natural weapon, which counts as a simple melee weapon with which you are proficient. You add your Constitution modifier, instead of your Strength modifier, to the attack and damage rolls when you attack with this bite. It deals 1d4 piercing damage on a hit. While you are missing half or more of your hit points, you have advantage on attack rolls you make with this bite.

When you attack with this bite and hit a creature that isn't a Construct or an Undead, you can empower yourself in one of the following ways of your choice:

- You regain hit points equal to the piercing damage dealt by the bite.
- You gain a bonus to the next ability check or attack roll you make; the bonus equals the piercing damage dealt by the bite

You can empower yourself with this bite a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

PRIVILEGI DI BARBARIAN (LV 3) — TESTO COMPLETO

Furia (Lv 1)

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 +2 bonus to the damage roll. This bonus increases as you level.
- 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 maximum number of times for your barbarian level, you must finish a long rest before you can rage again. You may rage 2 times at 1st level, 3 at 3rd, 4 at 6th, 5 at 12th, and 6 at 17th.

Difesa Senz'Armatura (Lv 1)

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.

Senso del Pericolo (Lv 2)

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.

Attacco Sconsiderato (Lv 2)

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.

Primal Knowledge (Lv 3)

optional feature}

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.

Via Primordiale (Lv 3)

At 3rd level, you choose a path that shapes the nature of your rage from the list of available paths. Your choice grants you features at 3rd level and again at 6th, 10th, and 14th levels.

Sottoclasse: Path of the Beast

Path of the Beast (Lv 3)

Barbarians who walk the Path of the Beast draw their rage from a bestial spark burning within their souls. That beast bursts forth in the throes of rage, physically transforming the barbarian.

Such a barbarian might be inhabited by a primal spirit or be descended from shape-shifters. You can choose the origin of your feral might or determine it by rolling on the Origin of the Beast table.

Origin of the Beast

d4	Origin
1	One of your parents is a lycanthrope, and you've inherited some of their curse.
2	You are descended from an archdruid and inherited the ability to partially change shape.
3	A fey spirit gifted you with the ability to adopt different bestial aspects.
4	An ancient animal spirit dwells within you, allowing you to walk this path.

Form of the Beast (Lv 3)

3rd-level Path of the Beast feature

When you enter your rage, you can transform, revealing the bestial power within you. Until the rage ends, you manifest a natural weapon. It counts as a simple melee weapon for you, and you add your Strength modifier to the attack and damage rolls when you attack with it, as normal.

You choose the weapon's form each time you rage:

- **Bite.** Your mouth transforms into a bestial muzzle or great mandibles (your choice). It deals 1d8 piercing damage on a hit. Once on each of your turns when you damage a creature with this bite, you regain a number of hit points equal to your proficiency bonus, provided you have less than half your hit points when you hit.
- **Claws.** Each of your hands transforms into a claw, which you can use as a weapon if it's empty. It deals 1d6 slashing damage on a hit. Once on each of your turns when you attack with a claw using the Attack action, you can make one additional claw attack as part of the same action.
- **Tail.** You grow a lashing, spiny tail, which deals 1d8 piercing damage on a hit and has the reach property. If a creature you can see within 10 feet of you hits you with an attack roll, you can use your reaction to swipe your tail and roll a d8, applying a bonus to your AC equal to the number rolled, potentially causing the attack to miss you.

TALENTI — TESTO COMPLETO

Tough (PHB 2014)

Your hit point maximum increases by an amount equal to twice your level when you gain this feat. Whenever you gain a level thereafter, your hit point maximum increases by an additional 2 hit points.