



Duncan

Razza: Elf | Classe: Barbarian 4 | Campagna: TEST 2024 | Edizione: D&D 2024

CA 10

39 HP

Iniziativa +0

Velocità 30 ft

FORZA

-1

8

DESTREZZA

+0

11

COSTITUZIONE

+0

11

INTELLIGENZA

+4

18

SAGGEZZA

+4

19

CARISMA

+4

18

TIRI SALVEZZA

<input checked="" type="radio"/> Forza	+1
<input type="radio"/> Destrezza	+0
<input checked="" type="radio"/> Costituzione	+2
<input type="radio"/> Intelligenza	+4
<input type="radio"/> Saggezza	+4
<input type="radio"/> Carisma	+4

ABILITÀ & COMPETENZA (+2)

<input type="radio"/> Acrobazia (Des)	+0
<input type="radio"/> Addestrare Animali (Sag)	+4
<input type="radio"/> Arcano (Int)	+4
<input type="radio"/> Atletica (For)	-1
<input type="radio"/> Inganno (Car)	+4
<input type="radio"/> Storia (Int)	+4
<input type="radio"/> Intuizione (Sag)	+4
<input checked="" type="radio"/> Intimidire (Car)	+6
<input type="radio"/> Indagine (Int)	+4
<input type="radio"/> Medicina (Sag)	+4
<input type="radio"/> Natura (Int)	+4
<input checked="" type="radio"/> Percezione (Sag)	+6
<input type="radio"/> Intrattenimento (Car)	+4
<input type="radio"/> Persuasione (Car)	+4
<input type="radio"/> Religione (Int)	+4
<input type="radio"/> Rapidità di Mano (Des)	+0
<input checked="" type="radio"/> Furtività (Des)	+2
<input checked="" type="radio"/> Sopravvivenza (Sag)	+6

ARMI & ATTACCHI

Arma	Bonus Atk	Danno	Note
Dagger	++2	+ piercing	NICK.
Quarterstaff	++1	+ bludgeoning	TOPPLE.

EQUIPAGGIAMENTO & INVENTARIO

Rame (cp): 0 | Argento (sp): 0 | Oro (gp): 5 | Platino (pp): 5

Oggetto	Qt.	Peso	Note / Dettagli
? Dagger	2	—	
? Quarterstaff	1	—	
? Robe	1	4 lb	
Scholar's Pack	1	10 lb	

Peso Trasportato: 14 / 120 lb

PRIVILEGI DI CLASSE & ABILITÀ SPECIALI

Cantrip_tier

Barbarian

- Level: 4
- Rage Damage: +2
- Rage Uses: 3
- Brutal Crit Dice: 0
- Unarmored Defense: 10 + DES(0) + COS(0) = 10 CA

TRATTI DI RAZZA, TALENTI & COMPETENZE

Tratti Razziali: Elf

Background: Mist Wanderer

Talenti Acquisiti:

- Toccato dal Fey
- Anyfromcategory

LIBRO DEGLI INCANTESIMI / SPELLBOOK

Incantesimi da Razza, Talenti o Sottoclasse

Fey-Touched: Detect Magic Misty Step (sempre prep. - 1/riposò lungo)

RISORSE / RESOURCES

Generale

Ispirazione

Barbaro

Furia r. lungo

Tratti Razziali

Elven Lineage r. lungo

Blessing of the Raven Queen r. lungo

Incantesimi da Talenti (gratis)

Misty Step (Fey-Touched) r. lungo

Detect Magic (Fey-Touched) r. lungo

)}}

TRATTI RAZZIALI — TESTO COMPLETO

Darkvision

You have Darkvision with a range of 60 feet.

Elven Lineage

You are part of a lineage that grants you supernatural abilities. Choose a lineage from the Elven Lineages table. You gain the level 1 benefit of that lineage.

When you reach character levels 3 and 5, you learn a higher-level spell, as shown on the table. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select the lineage).

Elven Lineages

Lineage	Level 1	Level 3	Level 5
Drow	The range of your Darkvision increases to 120 feet. You also know the Dancing Lights cantrip.	Faerie Fire	Darkness
High Elf	You know the Prestidigitation cantrip. Whenever you finish a Long Rest, you can replace that cantrip with a different cantrip from the Wizard spell list.	Detect Magic	Misty Step
Wood Elf	Your Speed increases to 35 feet. You also know the Druidcraft cantrip.	Longstrider	Pass without Trace

Fey Ancestry

You have Advantage on saving throws you make to avoid or end the Charmed condition.

Keen Senses

You have proficiency in the Insight, Perception, or Survival skill.

Trance

You don't need to sleep, and magic can't put you to sleep. You can finish a Long Rest in 4 hours if you spend those hours in a trancelike meditation, during which you retain consciousness.

Necrotic Resistance (Sottorazza)

You have resistance to necrotic damage.

Blessing of the Raven Queen (Sottorazza)

As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see. Once you use this trait, you can't do so again until you finish a long rest.

Starting at 3rd level, you also gain resistance to all damage when you teleport using this trait. The resistance lasts until the start of your next turn. During that time, you appear ghostly and translucent.

PRIVILEGI DI BARBARIAN (LV 4) — 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.

Weapon Mastery (Lv 1)

Your training with weapons allows you to use the mastery properties of two kinds of Simple or Martial Melee weapons of your choice, such as Greataxes and Handaxes. Whenever you finish a Long Rest, you can practice weapon drills and change one of those weapon choices.

When you reach certain Barbarian levels, you gain the ability to use the mastery properties of more kinds of weapons, as shown in the Weapon Mastery column of the Barbarian Features table.

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.

Barbarian Subclass (Lv 3)

You gain a Barbarian subclass of your choice. A subclass is a specialization that grants you features at certain Barbarian levels. For the rest of your career, you gain each of your subclass's features that are of your Barbarian level or lower.

Sottoclasse: Path of Wild Magic

Path of Wild Magic (Lv 3)

Many places in the multiverse abound with beauty, intense emotion, and rampant magic; the Feywild, the Upper Planes, and other realms of supernatural power radiate with such forces and can profoundly influence people. As folk of deep feeling, barbarians are especially susceptible to these wild influences, with some barbarians being transformed by the magic. These magic-suffused barbarians walk the Path of Wild Magic. Elf, tiefling, aasimar, and genasi barbarians often seek this path, eager to manifest the otherworldly magic of their ancestors.

Magic Awareness (Lv 3)

3rd-level Path of Wild Magic feature

As an action, you can open your awareness to the presence of concentrated magic. Until the end of your next turn, you know the location of any spell or magic item within 60 feet of you that isn't behind Cover. When you sense a spell, you learn which school of magic it belongs to.

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

Wild Surge (Lv 3)

3rd-level Path of Wild Magic feature

The magical energy roiling inside you sometimes erupts from you. When you enter your rage, roll on the Wild Magic table to determine the magical effect produced. If the effect requires a saving throw, the DC equals 8 + your proficiency bonus + your Constitution modifier.

Wild Magic

d8	Magical Effect
1	Shadowy tendrils lash around you. Each creature of your choice that you can see within 30 feet of you must succeed on a Constitution saving throw or take 1d12 necrotic damage. You also gain 1d12 temporary hit points.
2	You teleport up to 30 feet to an unoccupied space you can see. Until your rage ends, you can use this effect again on each of your turns as a bonus action.
3	An intangible spirit, which looks like a flumph or a pixie (your choice), appears within 5 feet of one creature of your choice that you can see within 30 feet of you. At the end of the current turn, the spirit explodes, and each creature within 5 feet of it must succeed on a Dexterity saving throw or take 1d6 force damage. Until your rage ends, you can use this effect again, summoning another spirit, on each of your turns as a bonus action.
4	Magic infuses one weapon of your choice that you are holding. Until your rage ends, the weapon's damage type changes to force, and it gains the light and thrown properties, with a normal range of 20 feet and a long range of 60 feet. If the weapon leaves your hand, the weapon reappears in your hand at the end of the current turn.
5	Whenever a creature hits you with an attack roll before your rage ends, that creature takes 1d6 force damage, as magic lashes out in retribution.
6	Until your rage ends, you are surrounded by multi colored, protective lights; you gain a +1 bonus to AC, and while within 10 feet of you, your allies gain the same bonus.
7	Flowers and vines temporarily grow around you. Until your rage ends, the ground within 15 feet of you is difficult terrain for your enemies.
8	A bolt of light shoots from your chest. Another creature of your choice that you can see within 30 feet of you must succeed on a Constitution saving throw or take 1d6 radiant damage and be blinded until the start of your next turn. Until your rage ends, you can use this effect again on each of your turns as a bonus action.

INFUSIONI DA ARTEFICE (ARTIFICER) — TESTO COMPLETO

Enhanced Defense

Armatura o scudo: il portatore ottiene +1 CA (+2 a livello 10).

Enhanced Weapon

Arma semplice o da guerra: il portatore ottiene +1 ai tiri per colpire e danno (+2 a livello 10).

Homunculus Servant

Crei un piccolo costruito omuncolo che si lega a te e ti obbedisce.

SCELTE DI SOTTOCLASSE (ARTIFICER) — TESTO COMPLETO

Oggetti Magici Replicati (Artefice): Bag of Holding, Goggles of Night, Rope of Climbing

TALENTI — TESTO COMPLETO

Fey-Touched (XPHB 2024)

Your exposure to the Feywild's magic grants you the following benefits.

Fey Magic. Choose one level 1 spell from the Divination or Enchantment school of magic. You always have that spell and the Misty Step spell prepared. You can cast each of these spells without expending a spell slot. Once you cast either spell in this way, you can't cast that spell in this way again until you finish a Long Rest. You can also cast these spells using spell slots you have of the appropriate level. The spells' spellcasting ability is the ability increased by this feat.

INCANTESIMI — TESTO COMPLETO

Incantesimi di 1° Livello

Rilevare la magia (Divinazione, Rituale, Concentrazione — XPHB 2024)

Tempo: 1 azione | **Gittata:** Sé (30 ft (9 m) sfera) | **Componenti:** V, S | **Durata:** 10 minuti

Per tutta la durata, percepisci la presenza di effetti magici entro 30 piedi da te. Se percepisci tali effetti, puoi compiere l'Magic per vedere un'aura fioca attorno a qualsiasi creatura o oggetto visibile nell'area che porti la magia, e se un effetto è stato creato da un incantesimo, apprendi la 7 dell'incantesimo. L'incantesimo è bloccato da 1 piede di pietra, terra o legno; 1 pollice di metallo; o un sottile foglio di piombo.

Incantesimi di 2° Livello

Passo Nebbioso (Evocazione — XPHB 2024)

Tempo: 1 azione bonus | **Gittata:** Sé | **Componenti:** V | **Durata:** Istantanea

Circondato brevemente da una nebbia argentea, ti teletrasporti fino a 30 piedi in uno spazio non occupato che puoi vedere.