

Roderick

CA 13

71 HP

Razza: Reborn | Classe: Barbarian 6 | Campagna: Il Cuore di Brinehaven | Edizione: D&D 2014

Iniziativa +1

Velocità 30 ft

FORZA

+3

17

DESTREZZA

+1

13

COSTITUZIONE

+2

15

INTELLIGENZA

-1

8

SAGGEZZA

+1

12

CARISMA

-1

8

TIRI SALVEZZA

<input checked="" type="radio"/> Forza	+6
<input type="radio"/> Destrezza	+1
<input checked="" type="radio"/> Costituzione	+5
<input type="radio"/> Intelligenza	-1
<input type="radio"/> Saggezza	+1
<input type="radio"/> Carisma	-1

ARMI & ATTACCHI

Arma	Bonus Atk	Danno	Note
Javelin	++6	+ piercing	
Javelin phb	++6	+ piercing	
Handaxe	++6	+ slashing	

ABILITÀ & COMPETENZA (+3)

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

EQUIPAGGIAMENTO & INVENTARIO

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

Oggetto	Qt.	Peso	Note / Dettagli
? Javelin	4	—	
? Javelin phb	4	—	
? Handaxe	2	—	
Explorer's Pack	1	59 lb	
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Weaponmartialmelee	1	—	
Hourglass	1	1 lb	
Manacles	1	6 lb	
Half-empty Bottle	1	—	
Hunting Trap	1	25 lb	
Setgaming, Gaming Set Matching Your Chosen Proficiency	1	—	
Traveler's Clothes	1	4 lb	
Pouch (containing 13 Gp)	1	—	

Peso Trasportato: 154 / 225 lb

PRIVILEGI DI CLASSE & ABILITÀ SPECIALI

Cantrip_tier

Barbarian

- Level: 6
- Rage Damage: +2
- Rage Uses: 4
- Brutal Crit Dice: 0
- Unarmored Defense: $10 + \text{DES}(1) + \text{COS}(2) = 13 \text{ CA}$

TRATTI DI RAZZA, TALENTI & COMPETENZE

Tratti Razziali: Reborn

Background: Ruined

Talenti Acquisiti:

- Tenace

Lingue conosciute: Any 1 Languages

RISORSE / RESOURCES

Generale

Ispirazione

Barbaro

Furia

r. lungo

Tratti Razziali

Knowledge from a Past Life

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.

Deathless Nature

You have escaped death, a fact represented by the following benefits:

- You have advantage on saving throws against disease and being poisoned, and you have resistance to poison damage.
- You have advantage on death saving throws.
- You don't need to eat, drink, or breathe.
- 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 an inactive, motionless state, during which you retain consciousness.

Knowledge from a Past Life

You temporarily remember glimpses of the past, perhaps faded memories from ages ago or a previous life. When you make an ability check that uses a skill, you can roll a d6 immediately after seeing the number on the d20 and add the number on the d6 to the check. 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.

PRIVILEGI DI BARBARIAN (LV 6) — TESTO COMPLETO

Ira (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)

Acquisisci un senso innato di quando le cose non sono come dovrebbero essere, dandoti un vantaggio quando schivi i pericoli. Hai Advantage sui tiri salvezza di Destrezza a meno che non abbia la condizione 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.

Attacco Aggiuntivo (Lv 5)

Puoi attaccare due volte invece di una ogni volta che effettui l'azione Attack nel tuo turno.

Movimento Rapido (Lv 5)

La tua velocità aumenta di 10 piedi finché non indossi un'armatura Pesante.

Path Feature (Lv 6)

Al 6° livello, guadagni una caratteristica del tuo Via Primordiale.

Sottoclasse: Path of the Ancestral Guardian**Path of the Ancestral Guardian** (Lv 3)

Some barbarians hail from cultures that revere their ancestors. These tribes teach that the warriors of the past linger in the world as mighty spirits, who can guide and protect the living. When a barbarian who follows this path rages, the barbarian contacts the spirit world and calls on these guardian spirits for aid.

Barbarians who draw on their ancestral guardians can better fight to protect their tribes and their allies. In order to cement ties to their ancestral guardians, barbarians who follow this path cover themselves in elaborate tattoos that celebrate their ancestors' deeds. These tattoos tell sagas of victories against terrible monsters and other fearsome rivals.

Ancestral Protectors (Lv 3)

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.

Spirit Shield (Lv 6)

Beginning at 6th level, the guardian spirits that aid you can provide supernatural protection to those you defend. If you are raging and another creature you can see within 30 feet of you takes damage, you can use your reaction to reduce that damage by 2d6.

When you reach certain levels in this class, you can reduce the damage by more: by 3d6 at 10th level and by 4d6 at 14th level.

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.