

# Tharion

CA 10

10 HP

Razza: Reborn | Classe: Barbarian 4 | Campagna: Dark Age of Camelot | Edizione: D&amp;D 2014

Iniziativa +0

Velocità 30 ft

FORZA

**+5**

20

DESTREZZA

**+3**

17

COSTITUZIONE

**+4**

18

INTELLIGENZA

**+1**

12

SAGGEZZA

**+2**

15

CARISMA

**+2**

15

## TIRI SALVEZZA

<input checked="" type="radio"/> Forza	<b>+7</b>
<input type="radio"/> Destrezza	<b>+3</b>
<input checked="" type="radio"/> Costituzione	<b>+6</b>
<input type="radio"/> Intelligenza	<b>+1</b>
<input type="radio"/> Saggezza	<b>+2</b>
<input type="radio"/> Carisma	<b>+2</b>

## ABILITÀ & COMPETENZA (+2)

<input type="radio"/> Acrobazia (Des)	<b>+3</b>
<input type="radio"/> Addestrare Animali (Sag)	<b>+2</b>
<input type="radio"/> Arcano (Int)	<b>+1</b>
<input checked="" type="radio"/> Atletica (For)	<b>+7</b>
<input type="radio"/> Inganno (Car)	<b>+2</b>
<input type="radio"/> Storia (Int)	<b>+1</b>
<input type="radio"/> Intuizione (Sag)	<b>+2</b>
<input checked="" type="radio"/> Intimidire (Car)	<b>+4</b>
<input type="radio"/> Indagine (Int)	<b>+1</b>
<input type="radio"/> Medicina (Sag)	<b>+2</b>
<input type="radio"/> Natura (Int)	<b>+1</b>
<input checked="" type="radio"/> Percezione (Sag)	<b>+4</b>
<input type="radio"/> Intrattenimento (Car)	<b>+2</b>
<input type="radio"/> Persuasione (Car)	<b>+2</b>
<input checked="" type="radio"/> Religione (Int)	<b>+3</b>
<input type="radio"/> Rapidità di Mano (Des)	<b>+3</b>
<input type="radio"/> Furtività (Des)	<b>+3</b>
<input checked="" type="radio"/> Sopravvivenza (Sag)	<b>+4</b>

## 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: 4
- Rage Damage: +2
- Rage Uses: 3
- Brutal Crit Dice: 0
- Unarmored Defense:  $10 + \text{DES}(3) + \text{COS}(4) = 17 \text{ CA}$

## TRATTI DI RAZZA, TALENTI & COMPETENZE

**Tratti Razziali:** Reborn

**Background:** Haunted One

**Talenti Acquisiti:**

- Sentinella
- Maestro delle armi pesanti

**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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## 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.

### **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.

## TALENTI — TESTO COMPLETO

### **Great Weapon Master** (PHB 2014)

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.

### **Sentinel** (PHB 2014)

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.