

Lokar Warfist

CHARACTER NAME

Path of the Totem Warrior Ba... Soldier (Infantry)

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Half-Orc

Neutral

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

4

18

DEXTERITY

1

13

CONSTITUTION

3

16

INTELLIGENCE

0

10

WISDOM

1

12

CHARISMA

-1

8

INSPIRATION

3

PROFICIENCY BONUS

- 7 Strength
- 1 Dexterity
- 6 Constitution
- 0 Intelligence
- 1 Wisdom
- 1 Charisma

SAVING THROWS

- 1 Acrobatics (Dex)
- 1 Animal Handling (Wis)
- 0 Arcana (Int)
- 7 Athletics (Str)
- 1 Deception (Cha)
- 0 History (Int)
- 4 Insight (Wis)
- 2 Intimidation (Cha)
- 0 Investigation (Int)
- 1 Medicine (Wis)
- 0 Nature (Int)
- 4 Perception (Wis)
- 1 Performance (Cha)
- 1 Persuasion (Cha)
- 0 Religion (Int)
- 1 Sleight of Hand (Dex)
- 1 Stealth (Dex)
- 4 Survival (Wis)

SKILLS

10

ARMOR CLASS

1.13

INITIATIVE

40

SPEED

Hit Point Maximum 65

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK

DAMAGE/TYPE

Battleaxe (One-... +7 1d8+4 Slashing

Battleaxe (Two-... +7 1d10+4 Slashing

Spear (One-Ha... +7 1d6+4 Piercing

Spear (Two-Han... +7 1d8+4 Piercing

Javelin +7 1d6+4 Piercing

Greataxe +1 +8 1d12+5 Slashin...

ATTACKS & SPELLCASTING

CP

SP

EP

150

GP

PP

- 1 Deck of Cards
- 1 Insignia of Rank
- 1 Trophy Taken from a Fallen Enemy
- 1 Belt Pouch
- 1 Battleaxe
- 1 Spear
- 4 Javelin

EQUIPMENT

I can stare down a hell hound without flinching. I face problems head-on. A simple, direct solution is the best path to success.

PERSONALITY TRAITS

Might. In life as in war, the stronger force wins. (Evil)

IDEALS

My honor is my life.

BONDS

My hatred of my enemies is blind and unreasoning.

FLAWS

Rage

Unarmored Defense

Darkvision

Relentless Endurance

Savage Attacks

Military Rank

Reckless Attack

Danger Sense

Spirit Seeker

Totem Spirit

Totem Spirit: Bear

Extra Attack

Aspect of the Beast: Bear

FEATURES & TRAITS

14

PASSIVE WISDOM (PERCEPTION)

TOOL: Dice Set, Land Vehicles

LANGUAGE: Orc

ARMOR: Light Armor, Medium Armor, Shields

WEAPON: Martial weapons, Simple weapons

OTHER PROFICIENCIES & LANGUAGES

NAME	ATK	DAMAGE/TYPE
_____		
_____		
_____		
_____		
_____		

**ATTACKS & SPELLCASTING**

CP	SP	EP	GP	PP	
1					Common Clothes
1					Explorer's Pack
1					Backpack
1					Bedroll
1					Mess Kit
1					Tinderbox
10					Torch
10					Rations
1					Waterskin
1					Hempen Rope
1					Shield
1					Greataxe +1
1					Potion of Climbing
1					Potion of Watchful Rest
1					Potion of Water Breathing
1					Potion of Healing
_____					
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**EQUIPMENT**

Total: 4
4
RAGE

Total: _____
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Total: _____
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Total: _____
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Total: _____
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Total: _____
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SPELLCASTING CLASS

NONE  
SPELLCASTING ABILITY

0  
SPELL SAVE DC

0  
SPELL ATTACK BONUS

0 CANTRIPS

3 0

6 0

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED  
1 0

4 0

7 0

○ Speak with Animals

5 0

8 0

2 0

○ Beast Sense

9 0

# FEATURES & TRAITS

## 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.

## 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.

## Darkvision

Thanks to your orc blood, you have superior vision in dark and dim conditions. 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 can't discern color in darkness, only shades of gray.

## Relentless Endurance

When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

## Savage Attacks

When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

## Military Rank

You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

## 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.

## 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.

## Spirit Seeker

Yours is a path that seeks attunement with the natural world, giving you a kinship with beasts. At 3rd level when you adopt this path, you gain the ability to cast the *beast sense* and *speak with animals* spells, but only as rituals.

## Totem Spirit

At 3rd level, when you adopt this path, you choose a totem spirit and gain its feature. You must make or acquire a physical totem object—an amulet or similar adornment—that incorporates fur or feathers, claws, teeth, or bones of the totem animal. At your option, you also gain minor physical attributes that are reminiscent of your totem spirit. For example, if you have a bear totem spirit, you might be unusually hairy and thick-skinned, or if your totem is the eagle, your eyes turn bright yellow. Your totem animal might be an animal related to those listed here but more appropriate to your homeland. For example, you could choose a hawk or vulture in place of an eagle.

### Totem Spirit: Bear

While raging, you have resistance to all damage except psychic damage. The spirit of the bear makes you tough enough to stand up to any punishment.

### Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

### Aspect of the Beast: Bear

You gain the might of a bear. Your carrying capacity (including maximum load and maximum lift) is doubled, and you have advantage on Strength checks made to push, pull, lift, or break objects.

# SPELLS

## **Speak with Animals**

Divination 1

**Casting Time:** 1 action

**Range:** Self

**Target:** Self

**Components:** V S

**Duration:** 10 minutes

**Description:**

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the DM's discretion.

## **Beast Sense**

Divination 2

**Casting Time:** 1 action

**Range:** Touch

**Target:** A willing beast

**Components:** S

**Duration:** ConcentrationUp to 1 hour

**Description:**

You touch a willing beast. For the duration of the spell, you can use your action to see through the beast's eyes and hear what it hears, and continue to do so until you use your action to return to your normal senses. While perceiving through the beast's senses, you gain the benefits of any special senses possessed by that creature, though you are blinded and deafened to your own surroundings.