

Nonhelema

Anishinaabeg

CHARACTER NAME

DCI

2 Barbarian 1, Fighter 1

LEVEL & CLASS

PLAYER NAME

Folk Healer

BACKGROUND Herbalist

Scout

RACE

300

EXPERIENCE

900

Next Level

STRENGTH

+3

16

DEXTERITY

+2

14

CONSTITUTION

+3

16

INTELLIGENCE

0

10

WISDOM

0

10

CHARISMA

-1

8

RESISTANCES

Bludgeon. (in rage)

Piercing (in rage)

Slashing (in rage)

Adv. on Str saves in rage

SAVING THROWS

SKILLS

+5 STR 0 INT

+2 DEX 0 WIS

+5 CON -1 CHA

+2 Acrobatics (Dex)

0 Animal Handling (Wis)

0 Arcana (Int)

+5 Athletics (Str)

-1 Deception (Cha)

0 History (Int)

0 Insight (Wis)

-1 Intimidation (Cha)

0 Investigation (Int)

+2 Medicine (Wis)

+2 Nature (Int)

0 Perception (Wis)

-1 Performance (Cha)

-1 Persuasion (Cha)

+2 Religion (Int)

+2 Sleight of Hand (Dex)

+4 Stealth (Dex)

0 Survival (Wis)

+2 Herbalism kit (Wis)

24 MAXIMUM HIT POINTS

+2 PROFICIENCY BONUS

15 ARMOR CLASS

Temporary Hit Points:

4 INITIATIVE

20 ft ENCUMBERED

30 ft SPEED

SUCCESSSES:

FAILURES:

DEATH SAVES:

LEVEL 1 DIE d12+3 USED

LEVEL 1 DIE d10+3 USED

HIT DICE:

LIMITED FEATURES

FEATURE	MAX	RECOVER	USED
Rage (+2 melee damage)	2	LR	<input type="text"/>
Second Wind (1d10+1)	1	SR	<input type="text"/>
Alarm	1	LR	<input type="text"/>
Find Traps	1	LR	<input type="text"/>

ARMOR

AC 13

DESCRIPTION

Armor Tanned Hide

Shield Hide Shield

2 Dex Medium Armor Heavy Armor

Magic

Misc

Misc

INSPIRATION

ABILITY SAVE DC

PROFICIENCIES

ARMOR Light Medium Heavy Shields

WEAPONS Simple Martial Other Weapons:

LANGUAGES English Anishinaabe

TOOLS & OTHERS Herbalism kit Poisoner's kit

ACTIONS

ACTIONS	BONUS ACTIONS	REACTIONS
	Rage (start/end)	Protection Fighting Style
	Second Wind	

SENSES

10 PASSIVE WISDOM (PERCEPTION)

Darkvision 60 ft

ATTACKS: WEAPONS & CANTRIPS

ATTACK NAME	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Gunstick Club	Melee	+5	2d6+3	Slashing
Heavy, two-handed (+2 damage when raging)				
Long Knife and Shield	Melee	+5	1d6+3	Slashing
Finesse, +2 AC against melee and non-firearm ranged attacks (+2 damage when raging)				
War Spear (2)	Melee, 30/90 ft	+5	1d10+3	Piercing
Two-handed, thrown (+2 damage when raging)				
Handaxe	Melee, 20/60 ft	+5	1d8+3	Slashing
Light, thrown (+2 damage when raging)				

AMMUNITION

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