

Nonhelema

CHARACTER NAME

Anishinaabeg

DCI

4 Barbarian (Grenadier) 3, Fighter 1

LEVEL & CLASS

PLAYER NAME

Folk Healer
BACKGROUND Herbalist

Scout
RACE

2,700
EXPERIENCE

6,500
Next Level

STRENGTH +3 16

DEXTERITY +2 14

CONSTITUTION +3 16

INTELLIGENCE 0 10

WISDOM 0 10

CHARISMA -1 8

RESISTANCES: Bludgeon, Piercing, Slashing. Adv. on Str saves in rage; Adv. on Dex saves vs. seen effects.

SAVING THROWS: STR +5, DEX +2, CON +5, INT 0, WIS 0, CHA -1. SKILLS: Acrobatics (+2), Animal Handling (0), Arcana (0), Athletics (+5), Deception (-1), History (0), Insight (0), Intimidation (-1), Investigation (0), Medicine (+2), Nature (+2), Perception (0), Performance (-1), Persuasion (-1), Religion (+2), Sleight of Hand (+2), Stealth (+4), Survival (0), Herbalism kit (+2).

44 MAXIMUM HIT POINTS, +2 PROFICIENCY BONUS, 16 ARMOR CLASS, 4 INITIATIVE, 20 ft ENCUMBERED, 30 ft SPEED, HIT DICE: 3 d12+3, 1 d10+3.

LIMITED FEATURES: Rage (+2 melee damage), Second Wind (1d10+1), Alarm, Find Traps.

ACTIONS: Rage (start/end), Second Wind. REACTIONS: Protection Fighting Style.

ARMOR: 13 Armor Tanned Hide, 2 Dex Medium Armor, 1 Magic Gorget.

INSPIRATION

ABILITY SAVE DC

PROFICIENCIES: Languages (English, Anishinaabe), Tools & Others (Herbalism kit, Poisoner's kit, Munitions kit).

10 PASSIVE WISDOM (PERCEPTION), Darkvision 60 ft.

AMMUNITION

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ATTACKS: WEAPONS & CANTRIPS: Gunstick Club, Long Knife and Shield, War Spear (2), Portfire Grenade (2), Misfire 3.

Barbarian, level 3:

- ◆ Rage (Barbarian 1, SRD 8) [+2 melee damage, 3x per long rest]
Start/end as bonus action; add damage to melee weapons that use Str; lasts 1 min
Adv. on Strength checks/saves (not attacks); resistance to bludgeoning/piercing/slashing
Stops if I end turn without attacking or taking damage since last turn, or unconscious
- ◆ Unarmored Defense (Barbarian 1, SRD 8)
Without armor, my AC is 10 + Dexterity modifier + Constitution modifier + shield
- ◆ Danger Sense (Barbarian 2, SRD 9)
Adv. on Dexterity saves against seen effects (not blinded/deafened/incapacitated)
- ◆ Reckless Attack (Barbarian 2, SRD 9)
Adv. on melee weapon attacks during my turn, but attacks vs. me adv. until next turn

Barbarian (Grenadier), level 3:

- ◆ Reckless Shot (Grenadier 3)
I can use Reckless Assault to gain advantage on ranged attacks, if my target is within my weapon's normal range.
- ◆ Short Fuse (Grenadier 3)
I add my rage bonus to damage with thrown weapons, and I increase their range by 10 feet

Fighter, level 1:

- ◆ Protection Fighting Style (Fighter 1, SRD 24)
As a reaction, I can give disadv. on an attack made vs. someone within 5 ft of me
I need to be wielding a shield and be able to see the attacker to do this
- ◆ Second Wind (Fighter 1, SRD 24) [1d10+1, 1x per short rest]
As a bonus action, I regain 1d10 + fighter level HP; I can use this once per short rest

CLASS FEATURES

I can't stand to watch anyone suffer while I can do something to ease it. I stop to pick useful herbs in all but absolute life-or-death situations.

PERSONALITY TRAITS

Practical. Sometimes people die. We need to focus on the living. (Neutral)

IDEALS

I trust in my faith to guide my hand.

BONDS

Learning something new is worth any price.

FLAWS

Feature Name: **Healing Hands**

Medicine is expensive, even more so medicine that actually works. A good healer knows how to use every last drop of their supplies. When I use hartshorn during a short rest I can apply a single dose of hartshorn to up to two individuals, and I gain an additional five uses from a healer's kit.

BACKGROUND FEATURE

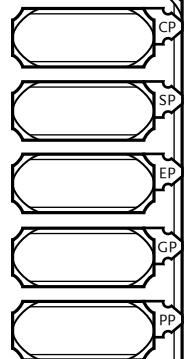
Traditional Weapons: I increase the damage I deal with the shortbow, longbow, and simple melee weapons by one die step. When I score a critical hit with these weapons, I can roll one additional damage dice and add it to the extra damage.

Trail-Breaker: I can cast alarm and find traps once per long rest. When I cast find traps, I have advantage on Wisdom (Perception) and Intelligence (Investigation) checks to locate traps I detect.

Swiftiness: I have +2 Initiative. If surprised, I can Dodge on that turn.

RACIAL TRAITS

ADVENTURING GEAR	#	LB	ADVENTURING GEAR	#	LB
Herbalism kit		3	HEAD: Fur cap		2
Poisoner's kit		2	I have advantage on saving throws against weather or other natural phenomena.		
Pouch full of herbs or patent medicine			SHOULDERS: War quiver		2
Piece of chalk	3		This harness lets me don or doff a shield as a bonus action. I can equip 1 additional bow / 2 thrown weapons		2
Hartshorn	3		CHEST: Gorget		4
Backpack, with:		5	This steel collar protects my throat, increasing my AC by 1.		
- Crowbar		5	WAIST: Belt loops		0.5
- Hammer		3	I can equip 2 additional one-handed weapons.		
- Pitons	10	0.25	FEET: Boot sheath		3
- Torches	10	1	I can equip 1 additional long knife or pistol.		
- Tinderbox		1			
- Rations, days of	10	2			
- Waterskin		5			
- Hempen rope, feet of	50	0.2			
Grenades (Additional):					
-3x Portfire Grenade in pack		2			
SUBTOTAL 68.5			SUBTOTAL 13.5		
			EQUIPMENT		



WEIGHT CARRIED
103 lb

CARRYING CAPACITY
240 lb
PUSH/DRAG/LIFT
241 - 480 lb