

DCI

Nonhelema

Anishinaabeg

2 Barbarian 1, Fighter 1

LEVEL & CLASS

PLAYER NAME

Folk Healer
BACKGROUND Herbalist

Scout
RACE

300
EXPERIENCE

900
Next Level

CHARACTER NAME

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

+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)

+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

16 ARMOR CLASS

Temporary Hit Points:

4 INITIATIVE

4 CURRENT HIT POINTS

SUCCESSES:

FAILURES:

DEATH SAVES:

LEVEL	DIE	USED
1	d12+3	<input type="text"/>
1	d10+3	<input type="text"/>

HIT DICE

ENCUMBERED: **20 ft**

30 ft SPEED

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

LIMITED FEATURES

AC	DESCRIPTION
14	Armor Wicker Breastplate
	Shield War Shield
2	Dex <input checked="" type="radio"/> Medium Armor <input type="radio"/> Heavy Armor
	Magic <input type="text"/>
	Misc <input type="text"/>
	Misc <input type="text"/>

ARMOR

INSPIRATION

ABILITY SAVE DC

ARMOR

Light Medium Heavy Shields

WEAPONS

Simple Martial Other Weapons:

LANGUAGES

English

Anishinaabe

TOOLS & OTHERS

Herbalism kit

Poisoner's kit

PROFICIENCIES

10 PASSIVE WISDOM (PERCEPTION)

Darkvision 60 ft

SENSES

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

ACTIONS

NAME TOTAL

↑↑↑↑↑↑↑↑↑↑

AMMUNITION

NAME TOTAL

↑↑↑↑↑↑↑↑↑↑

AMMUNITION

ATTACK NAME	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Gunstock Club	Melee	+5	2d6+3	Slashing
Heavy, two-handed				
Long Knife and Shield	Melee	+5	1d6+3	Slashing
Finesse, +2 AC against melee and non-firearm ranged attacks				
War Spear	Melee, 30/90 ft	+5	1d10+3	Piercing
Two-handed, thrown				

ATTACKS: WEAPONS & CANTRIPS

Barbarian, level 1:

- ◆ Rage (Barbarian 1, SRD 8) [+2 melee damage, 2× 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

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, 1× 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 you use hartshorn during a short rest you can apply a single dose of hartshorn to up to two individuals, and you 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.

Wampumpeag: Every wampum belt I possess has a specific meaning. When facing a circumstance described by my wampum, I can invoke it as a reaction once per short rest to gain inspiration.

Swiftess: I have +2 bonus to initiative rolls. I can never be surprised

RACIAL TRAITS

ADVENTURING GEAR	#	LB
Herbalism kit		3
Pouch full of herbs or patent medicine		
Piece of chalk	3	
Hartshorn	3	
Backpack, with:		5
- Crowbar		5
- Hammer		3
- Pitons	10	0.25
- Torches	10	1
- Tinderbox		1
- Rations, days of	10	2
- Waterskin		5
- Hempen rope, feet of	50	0.2
Wampum belts: "Surrounded by Foes"	1	
SUBTOTAL		64.5

ADVENTURING GEAR	#	LB
BACK: War bandolier		2
This leather harness secures my kit, allowing me to don or doff a war shield as a bonus action. I can equip 1 additional bow, or 3 war spears.		
CHEST:		3
WAIST:		
FEET: Boot sheath		3
I can equip 1 additional long knife or pistol.		
SUBTOTAL		8

EQUIPMENT



	CP
	SP
	EP
	GP
	PP

WEIGHT CARRIED
110 lb

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