



HUMAN  
RACE

3RD-LEVEL BARBARIAN (TOTEM WARRIOR)  
LEVEL & CLASS

OUTLANDER  
BACKGROUND

MEDIUM  
SIZE

DESCRIPTION

PLAYER

CHARACTER NAME

STRENGTH  
**+3**  
16

DEXTERITY  
**+2**  
14

CONSTITUTION  
**+2**  
14

INTELLIGENCE  
**-1**  
8

WISDOM  
**+0**  
10

CHARISMA  
**+1**  
12

**+2** PROFICIENCY BONUS

**+5** Strength  
 Dexterity  
 **+4** Constitution  
 Intelligence  
 Wisdom  
 Charisma  
 SAVING THROWS

Acrobatics (Dex)  
 Animal Handling (Wis)  
 Arcana (Int)  
 **+5** Athletics (Str)  
 Deception (Cha)  
 History (Int)  
 Insight (Wis)  
 **+3** Intimidation (Cha)  
 Investigation (Int)  
 Medicine (Wis)  
 **+1** Nature (Int)  
 **+2** Perception (Wis)  
 Performance (Cha)  
 Persuasion (Cha)  
 Religion (Int)  
 Sleight of Hand (Dex)  
 Stealth (Dex)  
 **+2** Survival (Wis)  
 SKILLS

**12** PASSIVE WISDOM (PERCEPTION)

**14**  
ARMOR CLASS

**+2**  
INITIATIVE

**30 FEET**  
SPEED

Hit Point Maximum **32**  
CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **1D12**  
HIT DICE

SUCCESSES     
FAILURES     
DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
GLAIVE <sup>1,2</sup>	<b>+5</b>	<b>1D10+3</b> SLASHING
HANDAXE <sup>3</sup>	<b>+5</b>	<b>1D5+3</b> SLASHING
JAVELIN <sup>4</sup>	<b>+5</b>	<b>1D6+3</b> PIERCING

<sup>1</sup> WITH YOUR GLAIVE, YOU CAN ATTACK CREATURES UP TO 10 FT. AWAY FROM YOU.

<sup>2</sup> YOU CAN USE YOUR BONUS ACTION TO MAKE AN EXTRA ATTACK WITH THE OPPOSITE END OF YOUR GLAIVE, DEALING **1D4+3** BLUDGEONING DAMAGE ON A HIT.

<sup>3</sup> YOU CAN THROW A HANDAXE 20 FT., OR UP TO 60 FT. WITH DISADVANTAGE ON THE ATTACK ROLL.

<sup>4</sup> YOU CAN THROW A JAVELIN 30 FT., OR UP TO 120 FT. WITH DISADVANTAGE ON THE ATTACK ROLL.

ATTACKS & SPELLCASTING

AS A TOTEM WARRIOR, THE SPIRIT OF THE WOLF COURSES THROUGH YOU WHEN YOU RAGE AGAINST YOUR ENEMIES, AND YOU CAN SEE THROUGH THE EYES OF BEASTS.

**POLEARM MASTER.** YOU GAIN THE FOLLOWING BENEFITS:

- WHEN YOU ATTACK WITH YOUR GLAIVE (OR OTHER POLEARM) YOU CAN USE YOUR BONUS ACTION TO MAKE AN ADDITIONAL MELEE ATTACK (SEE NOTE 2 IN THE ATTACKS SECTION OF YOUR SHEET.)
- WHEN WIELDING A GLAIVE (OR OTHER POLEARM), OTHER CREATURES PROVOKE AN OPPORTUNITY ATTACK FROM YOU WHEN THEY COME WITHIN 10 FT.

**RAGE.** AS A BONUS ACTION ON YOUR TURN, YOU CAN ENTER A BARBARIC RAGE LASTING 1 MINUTE, WHICH GRANTS YOU THE FOLLOWING BENEFITS:

- YOU MAKE STRENGTH CHECKS AND STRENGTH SAVING THROWS WITH ADVANTAGE
- YOU ADD **+2** TO THE DAMAGE YOU INFLICT WITH STRENGTH-BASED MELEE WEAPONS
- YOU HAVE RESISTANCE TO BLUDGEONING, PIERCING AND SLASHING DAMAGE

YOU CAN RAGE 3 TIMES PER LONG REST.

**UNARMOURD DEFENSE.** AS A BARBARIAN, YOU HAVE A NATURAL ABILITY TO AVOID BLOWS. WHEN NOT WEARING ARMOUR, YOUR AC IS 14.

**RECKLESS ATTACK.** WHEN YOU MAKE YOUR FIRST ATTACK ON YOUR TURN, YOU CAN OPT TO GAIN ADVANTAGE ON STRENGTH-BASED MELEE WEAPON ATTACK ROLLS, BUT ATTACK ROLLS AGAINST YOU ALSO HAVE ADVANTAGE UNTIL YOUR NEXT TURN.

**DANGER SENSE.** YOU HAVE ADVANTAGE ON DEXTERITY SAVING THROWS AGAINST EFFECTS THAT YOU CAN SEE, SUCH AS TRAPS AND SPELLS.

**SPIRIT SEEKER.** YOU GAIN THE ABILITY TO CAST (AS RITUALS ONLY) THE BEAST SENSE AND SPEAK WITH ANIMALS SPELLS.

**TOTEM SPIRIT (WOLF).** WHEN YOU'RE RAGING, YOUR ALLIES HAVE ADVANTAGE ON MELEE ATTACK ROLLS AGAINST ANY ADVERSARY WITHIN 5 FT. OF YOU.

**WANDERER.** YOU HAVE AN EXCELLENT MEMORY FOR GEOGRAPHY AND YOU CAN RECALL THE LAYOUT OF TERAIN, SETTLEMENTS, AND OTHER FEATURES AROUND YOU. PLUS, YOU CAN FIND FOOD AND FRESH WATER FOR YOU AND UP TO FIVE OTHERS EACH DAY.

**PROFICIENCIES.** LIGHT AND MEDIUM ARMOUR, SHIELDS; SIMPLE AND MARTIAL WEAPONS; WOOD FLUTE

**LANGUAGES.** COMMON, ELVISH, ORCISH

OTHER PROFICIENCIES & LANGUAGES

- OUTLANDER GEAR:**
- STAFF
  - HUNTING TRAP
  - TROPHY FROM AN ANIMAL KILL
  - TRAVELER'S CLOTHES
  - 10 GOLD PIECES
- BARBARIAN GEAR:**
- GLAIVE
  - HANDAXES (2)
  - JAVELINS (4)

- EXPLORER'S PACK:**
- BEDROLL
  - MESS KIT
  - TINDERBOX
  - 10 TORCHES
  - 10 DAYS RATIONS
  - WATERSKIN
  - 50 FT. HEMPEN ROPE

EQUIPMENT

FEATURES & TRAITS

## SPIRIT SEEKER SPELLS

YOU CAST THESE SPELLS AS RITUALS.

### BEAST SENSE

2ND-LEVEL DIVINATION (RITUAL)

CASTING TIME: 10 MINUTES

RANGE: TOUCH

COMPONENTS: S

DURATION: CONCENTRATION, UP TO 1 HOUR

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 BEFITS OF ANY SPECIAL SENSE POSSESSED BY THAT CREATURE, THOUGH YOU ARE BLINDED AND DEAFENED TO YOUR OWN SURROUNDINGS.

### SPEAK WITH ANIMALS

1ST-LEVEL DIVINATION (RITUAL)

CASTING TIME: 10 MINUTES

RANGE: SELF

COMPONENTS: V, S

DURATION: 10 MINUTES

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 ALSO BE ABLE TO PERSUADE A BEAST TO PERFORM A SMALL FAVOR FOR YOU, AT THE DM'S DISCRETION.