

Chieftain Sindacca

Character Name

5th level Barbarian, 3rd level Fighter

Level and Class

Human Race NG Alignment

Outlander

Background

34,000 Experience

Racial Traits

SpellCasting

Spellcasting Class	Ability	Save DC	Atk Bonus
Spells Known			

Cantrips

1st Level Slots:

2nd Level Slots:

3rd Level Slots:

4th Level Slots:

5th Level Slots:

6th Level Slots:

18 **Str**

+4

13 **Dex**

+1

15 **Con**

+2

9 **Int**

-1

11 **Wis**

0

14 **Cha**

+2

Saving Throws

+7	Strength
+1	Dexterity
+5	Constitution
-1	Intelligence
+0	Wisdom
+2	Charisma

Skills

	Acrobatics (Dex)
	Animal Handling (Wis)
	Arcana (Int)
+7	Athletics (Str)
	Deception (Cha)
	History (Int)
	Insight (Wis)
+5	Intimidation (Cha)
	Investigation (Int)
	Medicine (Wis)
	Nature (Wis)
+3	Perception (Wis)
	Performance (Cha)
	Persuasion (Cha)
	Religion (Int)
	Sleight of Hand (Dex)
	Stealth (Dex)
+3	Survival (Wis)
13	Passive Wisdom (Perception)

13

Armor Class

+1

Initiative

40ft

Speed

74

Max hp

74

Current Hit Points

Hit Die	Total	Used
d12	5	
d10	3	

Class Features

Wanderer
 Rage (4 times per long rest)
 Unarmored Defense
 Reckless Attack
 Danger Sense
 Extra attack
 Fast Movement
 Primal Path: Berserker
 Frenzy
 Fighting style: Grt Weapon Fighting
 Second Wind (Once per rest)
 Action Surge (Once per rest)
 Martial Archetype: Champion
 Improved Critical

Equipment

Staff
 hunting trap + Boar pelt
 Travelers clothes
 10 gp
 Greataxe
 2 handaxes
 4 javelins
 Explorer's pack
 Backpack / Bedroll
 Mess kit
 Tinderbox + 10 torches
 10 days rations
 Waterskin
 50ft rope
 Silver Horn of Valhalla
 (Once every week)
 potion of superior healing

Proficiencies

Proficiency Bonus +3

Drums
 Light and Medium armor, Shields
 Simple and Martial weapons

Feats/Notes

Attacks

Weapon	Bonus	Damage	Range	Type
Greataxe	+7	1d12+4		s
Handaxe (2)	+7	1d6+4	20-60	s
Javelin (4)	+7	1d6+4	30-120	p

Combat Notes

Extra Attack
 Rage
 Great Wapon Fighting
 Improved Critical (19-20)

Action Surge

Personality/Ideals/Bonds/Flaws

Inspiration

Personality: Kind chief who doesn't retreat.
 Ideals: Proud of their bloodline and strength
 Bonds: Wants to show the strength of their bloodline
 Flaws: Tries to be the leader in every situation even when unwanted

Languages

Common
 Dwarvish