

Musashi Miyamoto

CHARAKTERNAME

Fighter 9, Path of the Totem ... Soldat - Infanterie

KLASSE & STUFE

HINTERGRUND

SPIELERNAME

Dragonborn

Lawful neutral

134795

VOLK

GESINNUNG

ERFAHRUNGSPUNKTE

STÄRKE

5

20

ESCHICKLICHKE

3

16

KONSTITUTION

4

18

INTELLIGENZ

1

12

WEISHEIT

2

14

CHARISMA

4

18

INSPIRATION

5

ÜBUNGSBONUS

- 11 Stärke
- 4 Geschicklichkeit
- 10 Konstitution
- 2 Intelligenz
- 8 Weisheit
- 5 Charisma

RETTUNGSWÜRFE

- 8 Akrobatik (Ges)
- 2 Mit Tieren umgehen (...)
- 1 Arkane Kunde (Int)
- 10 Athletik (Str)
- 4 Täuschen (Cha)
- 1 Geschichte (Int)
- 7 Motiv erkennen (Wei)
- 9 Einschüchtern (Cha)
- 1 Nachforschungen (Int)
- 2 Heilkunde (Wei)
- 1 Naturkunde (Int)
- 12 Wahrnehmung (Wei)
- 4 Auftreten (Cha)
- 11 Überzeugen (Cha)
- 1 Religion (Int)
- 3 Fingerfertigkeit (Ges)
- 3 Heimlichkeit (Ges)
- 7 Überlebenskunst (Wei)

FERTIGKEITEN

18/20

ARMOR  
CLASS

8.16

INITIATIVE

30

SPEED

Trefferpunkte Maximum 117

AKTUELLE TREFFERPUNKTE

TEMPORÄRE TREFFERPUNKTE

Total 13

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME

Angr.

Schaden/Typ

Katana (One-H...

+10

1d8+5 Slashing

Katana (Two-H...

+10

1d10+5 Slashing

Longsword (On...

+10

1d8+5 Slashing

Longsword (Tw...

+10

1d10+5 Slashing

Handaxe

+10

1d6+5 Slashing

Breath Weapon

DC17

4D10 Blitz

Snicker-Snack

+13

2d6+5 slashing...

ANGRIFFE & ZAUBER

CP

15

SP

EP

148

GP

PP

1 Handaxe

1 Katana

1 Flute

1 Explorer's Pack

1 Traveler's clothes

1 Bag of Holding

1 Cloak of Protection

AUSRÜSTUNG

I'm always polite and respectful

PERSÖNLICHKEITSMERKMALE

Responsibility. I do what I must and obey just authority. (Lawful)

IDEALE

My honor is my life.

BINDUNGEN

My hatred of my enemies is blind and unreasoning.

MAKEL

Second Wind

Military Rank

Great Weapon Fighting

Breath Weapon (Blue - Lightning)

Damage Resistance (Blue - Lightning)

Dragonborn Traits

Heraldic Sign

Instructor

Signature Style

Action Surge

Martial Archtype

Bonus Proficiency

Alert

Rage

Unarmored Defense

Reckless Attack

Danger Sense

Path of the totem warrior

Spirit Seeker

Totem Spirit

Totem Spirit: Bear

Primal Knowledge

Skill expert

Half-Dragon (blue)

22

PASSIVE WEISHEIT (WAHRNEHMUNG)

WERKZEUG: Flute

SPRACHE: Common, Draconic

RÜSTUNG: Light Armor, Heavy Armor, Medium Armor, Shields

WAFFE: Simple Weapons, Martial weapons, Improved Weapons


WEITERE ÜBUNG & SPRACHEN

|                     |
|---------------------|
| Fighting Spirit     |
| Extra Attack        |
| Medium Armor master |
| Elegant Courtier    |
| Tavern Brawler      |
| Indomitable         |

MERKMALE & EIGENSCHAFTEN

[illegible]

|                                     |                                      |
|-------------------------------------|--------------------------------------|
| <p>Gesamt: 1</p> <p>SECOND WIND</p> | <p>Gesamt: 1</p> <p>ACTION SURGE</p> |
| <p>Gesamt: 3</p> <p>RAGE</p>        | <p>Gesamt: 1</p> <p>INDOMITABLE</p>  |
| <p>Gesamt:</p>                      | <p>Gesamt:</p>                       |
| <p>Gesamt:</p>                      | <p>Gesamt:</p>                       |



KONSTITUTION

17

9

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

ZAUBERTRICKS

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

0

☐ Speak with Animals

2

0

☐ Beast sense

3

0

4

0

5

0

6

0

7

0

8

0

9

0

# MERKMALE & EIGENSCHAFTEN

## Second Wind

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

## Military Rank

You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

## Great Weapon Fighting

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

## Breath Weapon (Blue - Lightning)

You can use your action to exhale destructive energy. Your draconic ancestry determines the size, shape, and damage type of the exhalation. When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. After you use your breath weapon, you can't use it again until you complete a short or long rest.

## Damage Resistance (Blue - Lightning)

You have resistance to the damage type associated with your draconic ancestry.

## Dragonborn Traits

Your draconic heritage manifests in a variety of traits you share with other dragonborn. Ability Score Increase. Your Strength score increases by 2, and your Charisma score increases by 1. Age. Young dragonborn grow quickly. They walk hours after hatching, attain the size and development of a 10-year-old human child by the age of 3, and reach adulthood by 15. They live to be around 80. Alignment. Dragonborn tend to extremes, making a conscious choice for one side or the other in the cosmic war between good and evil (represented by Bahamut and Tiamat, respectively). Most dragonborn are good, but those who side with Tiamat can be terrible villains. Size. Dragonborn are taller and heavier than humans, standing well over 6 feet tall and averaging almost 250 pounds. Your size is Medium. Speed. Your base walking speed is 30 feet.

## Heraldic Sign

Crossed greatswords in front of a castle gate, signifying the defense of a city or kingdom.

## Instructor

Weapon Master. Your mentor helped you to become one with your chosen weapon, by imparting highly specialized knowledge of how to wield it most effectively.

## Signature Style

Elegant. You move with precise grace and total control, never using more energy than you need.

## Action Surge

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.

## Martial Archtype

Samurai

## Bonus Proficiency

When you choose this archetype at 3rd level, you gain proficiency in one of the following skills of your choice: History, Insight, Performance, or Persuasion. (Persuasion) Alternatively, you learn one language of your choice.

## Alert

Always on the lookout for danger, you gain the following benefits: • You gain a +5 bonus to initiative. • You can't be surprised while you are conscious. • Other creatures don't gain advantage on attack rolls against you as a result of being hidden from you.

## Rage

In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor: -You have advantage on Strength checks and Strength saving throws. -When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the Barbarian table. -You have resistance to bludgeoning, piercing, and slashing damage. If you are able to cast spells, you can't cast them or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times shown for your barbarian level in the Rages column of the Barbarian table, you must finish a long rest before you can rage again.

## Unarmored Defense

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

## Reckless Attack

Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

## Danger Sense

At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

## Path of the totem warrior

The Path of the Totem Warrior is a spiritual journey, as the barbarian accepts a spirit animal as guide, protector, and inspiration. In battle, your totem spirit fills you with supernatural might, adding magical fuel to your barbarian rage. Most barbarian tribes consider a totem animal to be kin to a particular clan. In such cases, it is unusual for an individual to have more than one totem animal spirit, though exceptions exist

## Spirit Seeker

Yours is a path that seeks attunement with the natural world, giving you a kinship with beasts. At 3rd level when you adopt this path, you gain the ability to cast the beast sense and speak with animals spells, but only as rituals, as described in chapter 10

## Totem Spirit

At 3rd level, when you adopt this path, you choose a totem spirit and gain its feature. You must make or acquire a physical totem object- an amulet or similar adornment—that incorporates fur or feathers, claws, teeth, or bones of the totem animal. At your option, you also gain minor physical attributes that are reminiscent of your totem spirit. For example, if you have a bear totem spirit, you might be unusually hairy and thickskinned, or if your totem is the eagle, your eyes turn bright yellow. Your totem animal might be an animal related to those listed here but more appropriate to your homeland. For example, you could choose a hawk or vulture in place of an eagle.

## Totem Spirit: Bear

Bear. While raging, you have resistance to all damage except psychic damage. The spirit of the bear makes you tough enough to stand up to any punishment.

## Primal Knowledge

When you reach 3rd level and again at 10th level, you gain proficiency in one skill of your choice from the list of skills available to barbarians at 1st level.

### Skill expert

You have honed your proficiency with particular skills, granting you the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20. (con)
- You gain proficiency in one skill of your choice (Motiv erkennen).
- Choose one skill in which you have proficiency. You gain expertise with that skill, which means your proficiency bonus is doubled for any ability check you make with it. The skill you choose must be one that isn't already benefiting from a feature, such as Expertise, that doubles your proficiency bonus. (Wahrnehmung)

### Half-Dragon (blue)

A beast, humanoid, giant, or monstrosity can become a half-dragon. When a creature becomes a half-dragon, it retains all its statistics except as noted below.

**Senses.** The half-dragon gains blindsight with a radius of 10 feet and darkvision with a radius of 60 feet.

**Resistances.** The half-dragon gains resistance to a type of damage based on its color.

### Fighting Spirit

Starting at 3rd level, your intensity in battle can shield you and help you strike true. As a bonus action on your turn, you can give yourself advantage on weapon attack rolls until the end of the current turn. When you do so, you also gain 5 temporary hit points. The number of temporary hit points increases when you reach certain levels in this class, increasing to 10 at 10th level and 15 at 15th level. You can use this feature three times, and you regain all expended uses of it when you finish a long rest.

### Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class..

### Medium Armor master

**Prerequisite:** Proficiency with medium armor

You have practiced moving in medium armor or to gain the following benefits:

- Wearing medium armor doesn't impose disadvantage on your Dexterity (Stealth) checks.
- When you wear medium armor, you can add 3, rather than 2, to your AC if you have a Dexterity of 16 or higher

### Elegant Courtier

Starting at 7th level, your discipline and attention to detail allow you to excel in social situations. Whenever you make a Charisma (Persuasion) check, you gain a bonus to the check equal to your Wisdom modifier. Your self-control also causes you to gain proficiency in Wisdom saving throws. If you already have this proficiency, you instead gain proficiency in Intelligence or Charisma saving throws (your choice).

### Tavern Brawler

Accustomed to rough-and-tumble fighting using whatever weapons happen to be at hand, you gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20. (+1 CON)
- You are proficient with improvised weapons and unarmed strikes.
- Your unarmed strike uses a d4 for damage.
- When you hit a creature with an unarmed strike or an improvised weapon on your turn, you can use a bonus action to attempt to grapple the target.

### Indomitable

Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

# ZAUBER

## Speak with Animals

Erkenntnismagie 1

**Zeitaufwand:** 1 action

**Reichweite:** Self

**Ziel:** Self

**Komponenten:** V G

**Wirkungsdauer:** 10 minutes

### Beschreibung:

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 be able to persuade a beast to perform a small favor for you, at the GM's discretion.

## Beast sense

Verzauberungsmagie 2 (Ritual)

**Zeitaufwand:** 1 Action

**Reichweite:** Touch

**Ziel:** 1 Willing creature

**Komponenten:** V

**Wirkungsdauer:** Konzentration1 Stunde

### Beschreibung:

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.