

## Seiko (Force)

### Half-orc Barbarian 5 - CR 2

Chaotic Good Humanoid; Deity: **San**; Background:

**Gladiator**; Age: **26**; Height: **6' 8"**; Weight: **220lb**.

Ability	Score	Modifier	Saving Throw
<b>STR</b> STRENGTH	<b>18</b>	<b>+4</b>	<b>+7</b>
<b>DEX</b> DEXTERITY	<b>13</b>	<b>+1</b>	<b>+1</b>
<b>CON</b> CONSTITUTION	<b>16</b>	<b>+3</b>	<b>+6</b>
<b>INT</b> INTELLIGENCE	<b>8</b>	<b>-1</b>	<b>-1</b>
<b>WIS</b> WISDOM	<b>12</b>	<b>+1</b>	<b>+1</b>
<b>CHA</b> CHARISMA	<b>10</b>	<b>0</b>	<b>+0</b>

**AC** **14** **Initiative** **+1** **Speed** **40 ft**

**Proficiency** **+3** **Inspiration**

**HP** **75** **HD** **5d12** **Death Saves**

Damage / Current HP	HD Used	Success/Fail

**Number of Attacks** **2**

**+1 Greataxe**

Both hands: **+8, 1d12+5** Heavy, Two-Handed  
**slashing**

**Longsword**

Main hand: **+7, 1d8+4** slashing Versatile  
Both hands: **+7, 1d10+4** slashing

**Unarmed strike**

Main hand: **+7, 5** bludgeoning



5<sup>th</sup> Edition SRD



Skill Name	Total	Ability	Prof	Temp
<b>Acrobatics</b>	<b>+1</b>	DEX (1)	-	
<b>Animal Handling</b>	<b>+1</b>	WIS (1)	-	
<b>Arcana</b>	<b>-1</b>	INT (-1)	-	
<b>Athletics</b>	<b>+4</b>	STR (4)	-	
<b>Deception</b>	<b>+0</b>	CHA (0)	-	
<b>History</b>	<b>-1</b>	INT (-1)	-	
<b>Insight</b>	<b>+1</b>	WIS (1)	-	
<b>Intimidation</b>	<b>+0</b>	CHA (0)	-	
<b>Investigation</b>	<b>-1</b>	INT (-1)	-	
<b>Medicine</b>	<b>+1</b>	WIS (1)	-	
<b>Nature</b>	<b>-1</b>	INT (-1)	-	
<b>Perception</b>	<b>+1</b>	WIS (1)	-	
<b>Performance</b>	<b>+0</b>	CHA (0)	-	
<b>Persuasion</b>	<b>+0</b>	CHA (0)	-	
<b>Religion</b>	<b>-1</b>	INT (-1)	-	
<b>Sleight of Hand</b>	<b>+1</b>	DEX (1)	-	
<b>Stealth</b>	<b>+1</b>	DEX (1)	-	
<b>Survival</b>	<b>+1</b>	WIS (1)	-	

**Passive Perception: 11**

**Other Proficiencies:**

**Tools:** Disguise kit (+3)

**Weapons:** Martial weapons; Simple weapons

**Armor:** Light armor; Medium armor; Shields

## Gear

**Total Weight Carried: 69 lbs,  
(Maximum: 270 lbs)**

+1 Greataxe	7 lbs
Backpack (empty)	5 lbs
Bedroll	7 lbs
Longsword	3 lbs
Mess kit	1 lb
Rations x10	20 lbs (10 @2 lbs)
Rope, hempen (50 feet)	10 lbs
Tinderbox	1 lb
Torch x10	10 lbs (10 @1 lb)
Waterskin	5 lbs

## Special Abilities

### Bear

You have resistance to all damage except psychic damage while raging. The bear spirit toughens the totem warrior to withstand punishment.

### By Popular Demand

You can always find a place to perform, an inn, tavern, circus, theater, or even for the nobles. For your performance you receive free food and lodging at a modest or comfortable standard for each night you perform. Because of your skills as a

### 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.

### Darkvision (60 feet)

Many creatures in fantasy gaming worlds, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly

### Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

### Path of the Totem Warrior

Barbarians who follow the Path of the Totem Warrior follow a spiritual journey, accepting a spirit animal as the barbarian's guide and guardian. The totem spirit fills the totem warrior with supernatural might in battle, adding magical sustenance to

### Rage (3/long rest)

In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action.

### 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

### Relentless Endurance (1/long rest)

When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

### Savage Attacks

When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

### Spirit Seeker

The Totem Warrior looks for attunement to nature, giving the warrior a connection with nature's 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.

### 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.

## Racial Spells & Spell-Like Abilites

Beast Sense (Ritual only)

Speak with Animals (Ritual only)

## Tracked Resources

Rage (3/long rest) ☐☐☐

## Experience & Wealth

Experience Points: 4/5

Current Cash: **You have no money!**

## Role Playing

**Personality Trait:** Gossip - If people are willing to gossip, I will listen and can't resist spreading that information as far as I can.

**Personality Trait:** Mood - I'm quick to change my mood or mind.

**Ideal:** Tradition - We learn a lot about who we are by listening to the stories, legends and songs of the past (Lawful)

**Bond:** 3 - Reoccurring Dream - You have been having horrible dreams every five nights. The dreams show an apocalyptic event where the world is destroyed by cold, choking fumes, lightning storms, waves of acid and

**Flaw:** Renown - I'm willing to do anything to obtain fame and renown.

: Juggler - Juggler

: Spectacular Combat - Spectacular Combat

: Storyteller - Storyteller

## Tracked Resources

Rations ☐☐☐☐☐ ☐☐☐☐☐

Relentless Endurance (1/long rest) ☐

Torch ☐☐☐☐☐ ☐☐☐☐☐

## Languages

Common

Orc

## Other Spells & Powers

Feats, Bonus Spells:

Proficiencies Spells:

Totem Warrior Abilities Spells:

## Seiko (Force) – Abilities & Gear

### By Popular Demand Unknown

You can always find a place to perform, an inn, tavern, circus, theater, or even for the nobles. For your performance you receive free food and lodging at a modest or comfortable standard for each night you perform. Because of your skills as a performer, you can become the local figure everyone wants to see. People notice you as you pass through towns you have previously performed at, making you someone of a minor celebrity.

### Darkvision (60 feet) Racial Ability, Senses (Half-Orc)

Many creatures in fantasy gaming worlds, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.

### Relentless Endurance (1/long rest) Racial Ability (Half-Orc)

When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

### Savage Attacks Racial Ability (Half-Orc)

When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

### Bear Class Ability

You have resistance to all damage except psychic damage while raging. The bear spirit toughens the totem warrior to withstand punishment.

**Appears In:** 5e Players Handbook

### Danger Sense Class Ability (Barbarian)

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.

### Extra Attack Class Ability (Barbarian)

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

### Path of the Totem Warrior Class Ability (Barbarian)

Barbarians who follow the Path of the Totem Warrior follow a spiritual journey, accepting a spirit animal as the barbarian's guide and guardian. The totem spirit fills the totem warrior with supernatural might in battle, adding magical sustenance to the barbarian's rage.

Barbarian tribes generally consider a specific totem animal as kin. It is atypical for an individual to connect with more than one totem animal spirit, however, there are exceptions.

**Appears In:** 5e Players Handbook

### Rage (3/long rest) Class Ability (Barbarian)

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.

### Reckless Attack Class Ability (Barbarian)

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.

### Spirit Seeker Class Ability (Barbarian)

The Totem Warrior looks for attunement to nature, giving the warrior a connection with nature's 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.

### Unarmored Defense Class Ability (Barbarian)

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.

### Speak with Animals (Ritual only) 1st

*1st-level divination (ritual)*

**Casting Time:** 1 action

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

**Beast Sense (Ritual only)**

**2nd**

*2nd-level divination*

**Casting Time:** 1 action

**Range:** Touch

**Components:** S

**Duration:** 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 benefits of any special senses possessed by that creature, though you are blinded and deafened to your own surroundings.

**Appears In:** 5e Players Handbook