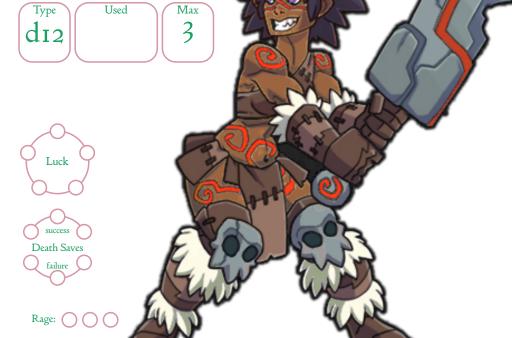
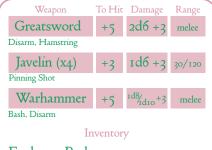
Zoka Anaisone





O+o Deception (Cha) O -1 History (Int) +2 Insight (Wis) +4 Intimidation (Cha) + I Investigation (Int) O+o Medicine (Wis) O - I Nature (Int) O+2 Perception (Wis) O+o Performance (Cha) O+o Persuasion (Cha) O -1 Religion (Int) O+1 Sleight of Hand (Dex) O +3 Stealth (Dex)



Explorers Pack Shield (+2 AC when equipped) Dark cloak Common Clothes

Wealth

10 GP 1 SP

Class Features

Bonus action; when not wearing heavy armor: Advantage on STR ability checks and saves. +2 Damage on STR-based melee weapon attacks Resistance to bludgeoning, piercing, and slashing damage.

Unarmored Defense:

While you aren't wearing any armor, your AC equals 13 + your CON modifier.

Reckless Attack:

Advantage on melee weapon attack rolls using STR, but all attacks against you have advantage until the start of your next turn.

While raging you can make a single melee weapon attack as a bonus action on each of your turns.

Ruthless Bearing:

Add your proficiency bonus to your Intimidation skill checks (already added on sheet)

Talents

Aware:

Initiative rolls below 10 count as a 10 Cannot be surprised

Hidden creatures do not have advantage when attacking you

Critical Training: You score a citical hit on a 19 or 20 when attacking

O+o Survival (Wis)

When you critically hit, double your ability modifier for the damage calculation.