

BEYOND

Thenkir the Swift

CHARACTER NAME

SG

Barbarian 6

SG

CLASS & LEVEL

PLAYER NAME

Dwarf

Soldier

(Milestone)

SPECIES

BACKGROUND

EXPERIENCE POINTS

STRENGTH

16

+3

DEXTERITY

15

+2

CONSTITUTION

13

+1

INTELLIGENCE

10

+0

WISDOM

10

+0

CHARISMA

11

+0

- ☒ +6 Strength
- ☐ +2 Dexterity
- ☒ +4 Constitution
- ☐ +0 Intelligence
- ☐ +0 Wisdom
- ☐ +0 Charisma

Saving Throw Modifiers
 Advantage to avoid or end the Poisoned condition
 Advantage on DEX

SAVING THROWS

- ☐ +2 Acrobat i csDEX
- ☐ +0 Animal Handling WIS
- ☐ +0 Arcana INT
- ☒ +6 Athletics STR
- ☐ +0 Deception CHA
- ☐ +0 History INT
- ☐ +0 Insight WIS
- ☒ +3 Intimidation CHA
- ☐ +0 Investigation INT
- ☐ +0 Medicine WIS
- ☒ +3 Nature INT
- ☒ +3 Perception WIS
- ☐ +0 Performance CHA
- ☐ +0 Persuasion CHA
- ☐ +0 Religion INT
- ☐ +2 Sleight of Hand DEX
- ☐ +2 Stealth DEX
- ☒ +3 SurvivalWIS

SKILLS

+2

INITIATIVE

ARMOR

13

CLASS

Resistances - Poison

DEFENSES

HEROIC INSPIRATION

+3

PROFICIENCY BONUS

ABILITY SAVE DC

40 ft. (Walking)

SPEED

=== ACTIONS ===
 Standard Actions

Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

=== BONUS ACTIONS ===
 Rage (Enter) • 4 / Long Rest

You can enter Rage if you aren't wearing Heavy Armor. You can use Rage 4 times per Long Rest, and regain one expended use when you finish a Short Rest.

Stonecunning (Tremorsense) • 3 / Long Rest
 You gain Tremorsense with a range of 60 ft. for 10

ACTIONS

Max HP

Current HP

Temp HP

59

HIT POINTS

6d12

Total

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== ARMOR ===
 Light Armor, Medium Armor, Shields

=== WEAPONS ===
 Martial Weapons, Simple Weapons

=== TOOLS ===
 Darts, Vehicles (Land)

=== LANGUAGES ===
 Common, Dwarvish, Goblin

PROFICIENCIES & TRAINING

minutes. You must be on or touching a natural or worked stone surface to use this Tremorsense.

13

PASSIVE PERCEPTION

10

PASSIVE INSIGHT

10

PASSIVE INVESTIGATION

Darkvision 120 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Greatsword	+6	2d6+3 Slashing	Martial, Heavy, Two-Handed, Graze
Spear	+6	1d6+3 Piercing	Simple, Thrown, Versatile, Sap, Range (20/60)
Unarmed Strike	+6	4 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

Thenkir the Swift

CHARACTER NAME



Barbarian 6

SG

CLASS & LEVEL

PLAYER NAME

Dwarf

Soldier

(Milestone)

SPECIES

BACKGROUND

EXPERIENCE POINTS

=== BARBARIAN FEATURES ===

* Core Barbarian Traits • PHB-2024 51

* Rage • PHB-2024 51

You can take a Bonus action to enter Rage if you aren't wearing Heavy Armor. You can use Rage 4 times per Long Rest, and regain one expended use when you finish a Short Rest.

Activate Rage by clicking on this feature and selecting the drop down called Activate Rage. Deselect it to stop Raging.

| Rage (Enter): 4 / Long Rest • 1 Bonus Action

* Unarmored Defense • PHB-2024 51

While not wearing armor, your base AC equals 13 + any Shield bonus.

* Weapon Mastery • PHB-2024 52

You are able to use the mastery properties of 3 kinds of Simple or Martial Melee weapons of your choice. Whenever you finish a Long Rest, you can change one of those weapon choices.

* Danger Sense • PHB-2024 52

You have Advantage on Dex. saving throws unless you have the Incapacitated condition.

* Reckless Attack • PHB-2024 52 When you make your first attack roll on your turn, you can decide to attack recklessly, giving you Advantage on attack rolls using Str. until the start of your next turn, but attacks against you have Advantage during that time.

* Barbarian Subclass • PHB-2024 52

| Path of the Berserker

* Primal Knowledge • PHB-2024 52

You gain proficiency in another Barbarian skill of your choice.

While Raging, whenever you make an ability check using one of the following skills, you can make it as a Str. check even if it normally uses a different ability: Acrobatics, Intimidation, Perception, Stealth, or Survival.

* Frenzy • PHB-2024 54

If you use Reckless Attack while Rage is active, you deal an additional 2d6 damage (the same damage type as the weapon or Unarmed Strike used) to the first target you hit on your turn with a Strength-based attack.

* 4: Weapon Mastery • PHB-2024 52

* Ability Score Improvement • PHB-2024 53

* Extra Attack • PHB-2024 53

You can attack twice instead of once whenever you take the Attack action on your turn.

* Fast Movement • PHB-2024 53

Your speed increases by 10 ft. while you aren't wearing Heavy armor.

* Mindless Rage • PHB-2024 54

While your Rage is active, you have Immunity to the Charmed and Frightened conditions. If you're Charmed or Frightened when entering your Rage, the condition ends on you.

=== DWARF SPECIES TRAITS ===

* Creature Type • PHB-2024 188

You are a Humanoid.

* Size • PHB-2024 188

You are Medium.

* Speed • PHB-2024 188

Your speed is 30 ft.

* Darkvision • PHB-2024 188

You have Darkvision with a range of 120 ft.

* Dwarven Resilience • PHB-2024 188

You have Resistance to Poison damage. You also have Advantage on saving throws you make to avoid or end the Poisoned condition.

* Dwarven Toughness • PHB-2024 188

Your HP maximum increases by 6.

* Stonecunning • PHB-2024 188 As a Bonus Action, you gain Tremorsense with a range of 60 ft. for 10 minutes. You must be on or touching a natural or worked stone surface to use this Tremorsense.

You can use this Bonus Action 3 times per Long Rest.

| Stonecunning (Tremorsense): 3 / Long Rest • 1 Bonus Action

* Ability Score Increases • PHB-2024

When determining your character's ability scores, increase one score by 2 and a different one by 1, or increase three scores by 1.

| Increase three scores (+1 / +1 / +1) • Increase three different scores by 1.

=== FEATS ===

* Skulker • PHB 170


You can try to hide when you are lightly obscured from

FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Spear	1	3 lb.			
Greatsword	1	6 lb.			
Clothes, Common	1	3 lb.			


ATTUNED MAGIC ITEMS	QTY	WEIGHT

EQUIPMENT
<div> <div>CP</div> <div>0</div> </div> <div> <div>SP</div> <div>0</div> </div> <div> <div>EP</div> <div>0</div> </div> <div> <div>GP</div> <div>85</div> </div> <div> <div>PP</div> <div>0</div> </div>
<div>WEIGHT CARRIED</div> <div>12 lb.</div>
<div>ENCUMBERED</div> <div>240 lb.</div>
<div>PUSH/DRAG/LIFT</div> <div>480 lb.</div>



Thenkir the Swift

CHARACTER NAME



Barbarian 6		SG
CLASS & LEVEL		PLAYER NAME
Dwarf	Soldier	(Milestone)
SPECIES	BACKGROUND	EXPERIENCE POINTS

the creature from which you are hiding. When you are hidden from a creature and miss it with a ranged weapon attack, making the attack doesn't reveal your position. Dim light doesn't impose disadvantage on your Perception checks relying on sight.

* Weapon Mastery • PHB-2024 52

| Greatsword (Graze) •
Graze. If your attack roll with a Greatsword misses a creature, you can deal damage to it equal to the ability modifier used to make the attack. This damage is the same type dealt by the Greatsword, and can only be increased by increasing the ability modifier.

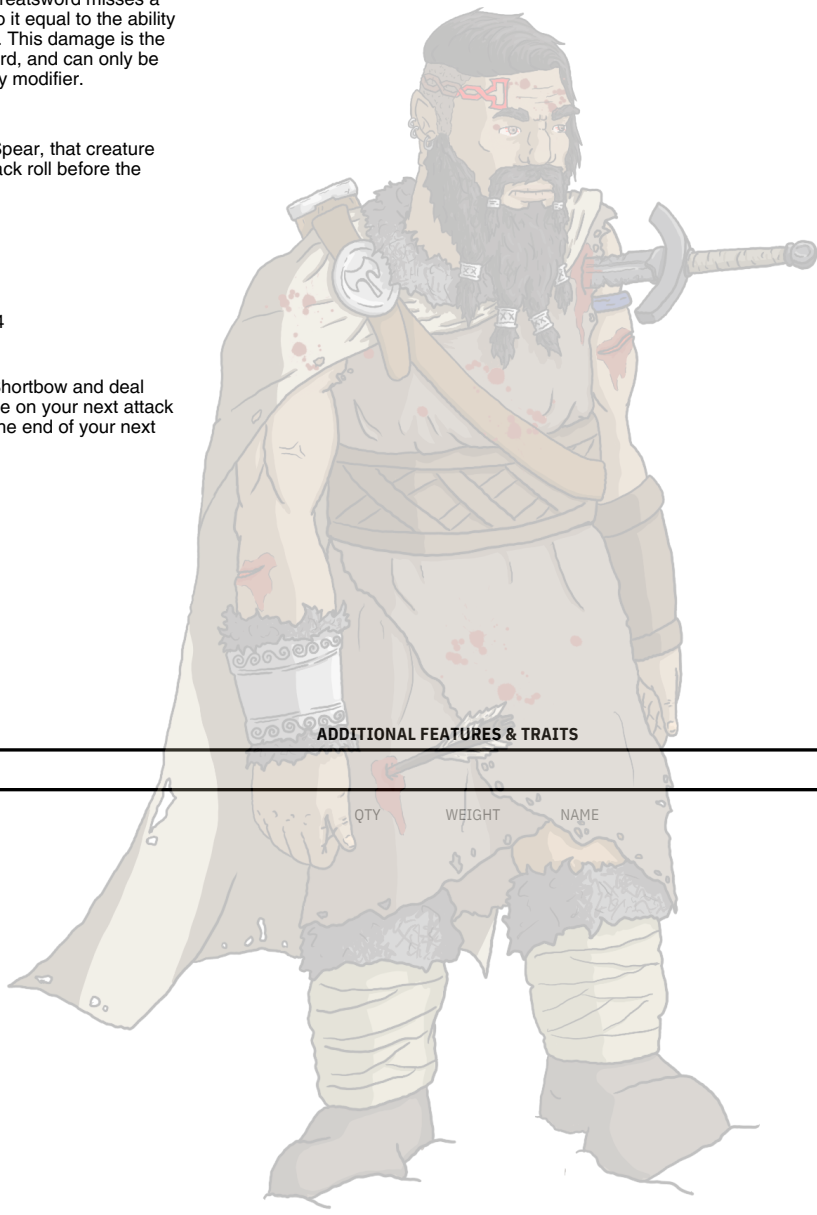
| Spear (Sap) •
Sap. If you hit a creature with a Spear, that creature has Disadvantage on its next attack roll before the start of your next turn.

| Sap (Spear): 1 Action
| Graze (Greatsword): 1 Action

* 4: Weapon Mastery • PHB-2024

| Shortbow (Vex) •
Vex. If you hit a creature with a Shortbow and deal damage to it, you have Advantage on your next attack roll against that creature before the end of your next turn.

| Vex (Shortbow): 1 Action



ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
------	-----	--------	------	-----	--------

ADDITIONAL EQUIPMENT

Thenkir the Swift

CHARACTER NAME



Male	73	Medium	4'7"	145
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Lawful Neutral	The Stoneway -White, tan	Brown	Brown	Long black
ALIGNMENT	FAITH	SKIN	EYES	HAIR



Thenkir is a strong dwarf warrior. He is muscle bound and covered in scattered scars from previous battles.

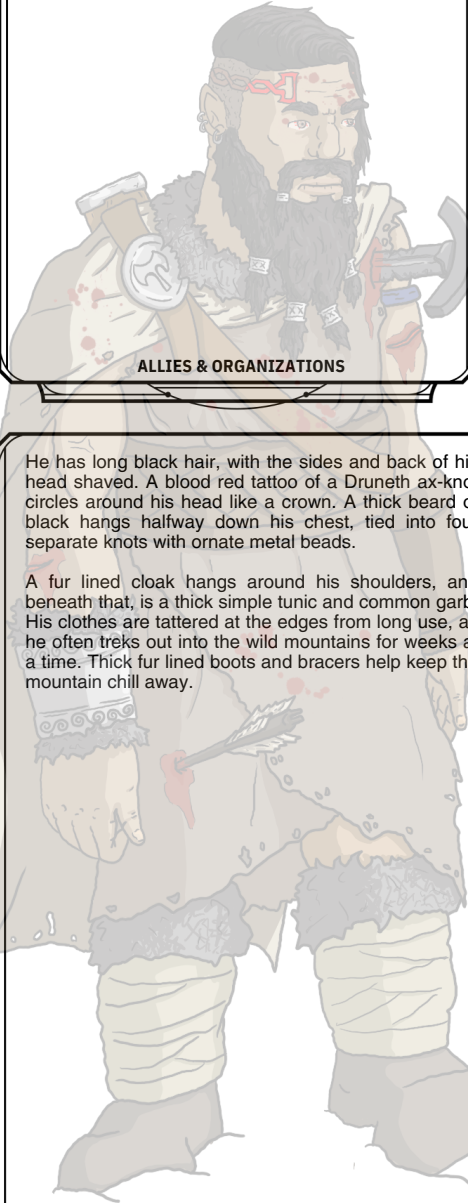
CHARACTER APPEARANCE

=== Allies ===

Thenkir is slow to make friends, but trusts the other warriors of the Druneth Shield with his life. They were all trained together to defend the village.

=== Organizations ===

The Druneth Shield - mountaineers and warriors who protect Druneth Gir



ALLIES & ORGANIZATIONS

I've lost too many friends in a great battle defending my mountain home, and I'm slow to make new ones.

I enjoy being strong and like breaking things, my strength keeps my people safe.

PERSONALITY TRAITS

Independence. When people follow orders blindly, they embrace a kind of tyranny. The Druneth dwarves value their freedom and govern themselves.

IDEALS

I'll never forget the crushing defeat my company suffered at the hands of a mighty host of goblin kin. They scaled the mountains and attempted to raid the village. Even in victory, the Druneth faced heavy casualties as they were greatly outnumbered.

BONDS

My hatred of my enemies is blind and unreasoning. Goblins and orcs bring me into an insane rage, having caused so much death and destruction to my people.

FLAWS

Thenkir was born and raised in Druneth Gir, long after the dwarves left the great mine-halls of Madegs Watch. He was trained as a warrior under the banner of the Druneth Shield from a young age and helped defend the village from many threats.

He left the village in shame after goblins snuck passed him on watch, and stole sacred treasures from the Druneth tomb.

Now, he travels through Garia trying to redeem himself and find glory.

CHARACTER BACKSTORY

He has long black hair, with the sides and back of his head shaved. A blood red tattoo of a Druneth ax-knot circles around his head like a crown. A thick beard of black hangs halfway down his chest, tied into four separate knots with ornate metal beads.

A fur lined cloak hangs around his shoulders, and beneath that, is a thick simple tunic and common garb. His clothes are tattered at the edges from long use, as he often treks out into the wild mountains for weeks at a time. Thick fur lined boots and bracers help keep the mountain chill away.

ADDITIONAL NOTES

SPELLCASTING
CLASS



SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

PREP SPELL NAME

SOURCE

SAVE/ATK TIME RANGE

COMP DURATION

PAGE REF NOTES



SPELLS



Thenkir's Ambush

- 1 - Thenkir's lookout position
- 2 - First fallen goblins
- 3 - Leaping from the ledge into the final fray

