







I watch over my friends as if they were a litter of newborn pups

PERSONALITY TRAITS

Greater Good: It is each person's responsibility to make the most happiness for the whole tribe

IDEALS

I suffer awful visions of a coming disaster and will do anything to prevent it

BONDS

There's no room for caution in a life lived to the fullest

FLAWS

Race - Darkvision: 60'
Race: Relentless Endurance
- If you reduced to 0 HP can
reduce to 1 HP instead. Can
use once per long rest

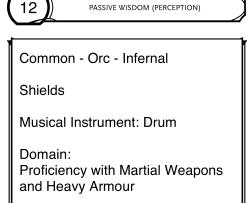
Race: Savage Attacks
- When you score Critical Hit with Melee attack, can roll one of the weapon's damage dice an additional time and

add to extra damage of Crit.

Tunnel Vision:

- When hit a creature in combat can sacrifice own hit points to deal extra damage on attack. 1 extra damage for each HP spent.
- or... When you touch a willing creature while casting a heal spell can use your own HP for extra healing. 1 hp for each 1 point of healing.

FEATURES & TRAITS

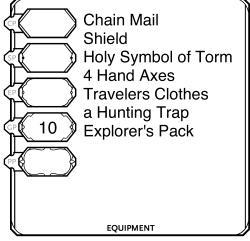


OTHER PROFICIENCIES & LANGUAGES

O DIS Stealth (Dex)

● _+4 Survival (Wis)

SKILLS





60	6'5	240
AGE	HEIGHT	WEIGHT
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Grey	Grayish	Salt n Pepper





Channel Divinity - 1 / rest

- Turn Undead per PHB
- Sacrifice Self: As an action, call upon the power of your deity and detonate yourself, releasing your lifeforce in a thunderous blast. Each creature within 30 feet of you takes 2d12 force damage for each of your cleric levels.

For example, a 5th level cleric using this feature would deal 65 (10d12) force damage.

Taking this action kills the character instantly and it can't be brought back to life by anything short of a wish spell or divine intervention.

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE