

Seris Veyne, the Ravenous Talon

Chaotic Neutral, Medium Humanoid
High Elf, Fleshforged Barbarian Lvl 18
2024 5.5e

Armor Class	18			
	Current		Max	
Hit Points	203		203	
Hit Dice	18d12		18d12	
Initiative	+3			
Speed	Run	50 Ft	Climb	50 Ft
Prof. Bonus	+6	XP		
Background		Feat		
Living Weapon		Healer		

15 Str (+1)

08 Int

15 Dex (+1)

08 Wis

15 Con (+1)

08 Cha

		Mod	Save			Mod	Save			Mod	Save
Strength	24	+7	+13	Dexterity	16	+3	+3	Constitution	18	+4	+10
Intelligence	8	-1	-1	Wisdom	8	-1	-1	Charisma	8	-1	-1

	Acrobatics (Dex)	+3/7
	Animal Handling (Wis)	-1
	Arcana (Int)	-1
P	Athletics (Str)	+13
	Deception (Cha)	-1
	History (Int)	-1
	Insight (Wis)	-1
P	Intimidation (Cha)	+5/13
	Investigation (Int)	-1

	Medicine (Wis)	-1
P	Nature (Int)	+5
P	Perception (Wis)	+5/13
	Performance (Cha)	-1
	Persuasion (Cha)	-1
	Religion (Int)	-1
	Sleight Of Hand (Dex)	+3
	Stealth (Dex)	+3/7
P	Survival (Wis)	+5/13

Other Proficiencies

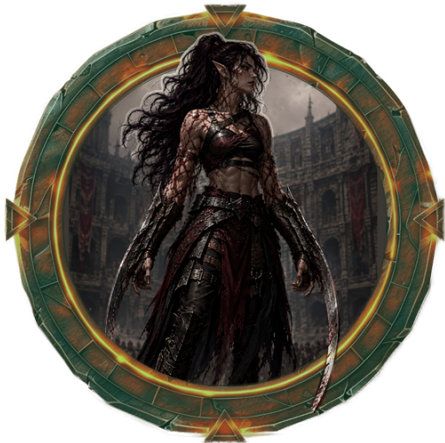
- ★ Armor: Light, Medium, Shields
- ★ Weapons: Simple, Martial
- ★ Languages: Common, Elvish, Giant
- ★ Tools:

Damage Immunities

Condition Immunities

- ★ Grappled
- ★ Prone

Damage Resistances



Senses

- ★ Passive Perception 11/15
- ★ Darkvision 60 ft

Currency

Platinum		Gold	0	Silver	0	Copper	
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Equipment

2	Forearm Scythe (Dragonfang)	10000
	+1 Half Plate	2000
2	Potion of Healing	50
2	Acid	50
1	Wardstone	100
2	Sparkstone	100
	Backpack	2
	Ball Bearings	1
	Caltrops	1
	Crowbar	2
10	Torch	1SP
	Featherfall Token	50
	Icebind Orb	2000
	Behemoth Belt - Very Rare	50000

	Starmetal Dagger	100
	Manacles	x
2	Quickstone	100
4	Handaxe	20
6	Healer's Kit	30
8	Oil (Flask)	8SP
	Robe	1
	Rope	1
	Tinderbox	5SP
	Waterskin	2SP
	Belt Pouch	x
	Thunderhead Orb	500
	Tarrasque Scale Pendant - Rare	5000

Feats

★ Healer

Origin Feat

You gain the following benefits.

Battle Medic. If you have a Healer's Kit, you can expend one use of it and tend to a creature within 5 feet of yourself as a Utilize action. That creature can expend one of its Hit Point Dice, and you then roll that die. The creature regains a number of Hit Points equal to the roll plus your Proficiency Bonus.

Healing Rerolls. Whenever you roll a die to determine the number of Hit Points you restore with a spell or with this feat's Battle Medic benefit, you can reroll the die if it rolls a 1, and you must use the new roll.

★ Sentinel

General Feat (Prerequisites: Level 4+, Strength or Dexterity 13+)

You gain the following benefits.

Ability Score Increase. Increase your Strength or Dexterity by 1, to a maximum of 20.

Guardian. Immediately after a creature within 5 feet of you takes the Disengage action or hits a target other than you with an attack, you can make an Opportunity Attack against that creature.

Halt. When you hit a creature with an Opportunity Attack, the creature's Speed becomes 0 for the rest of the current turn.

★ **Slasher**

General Feat (Prerequisite: Level 4+)

You gain the following benefits.

Ability Score Increase. Increase your Strength or Dexterity by 1, to a maximum of 20.

Hamstring. Once per turn when you hit a creature with an attack that deals Slashing damage, you can reduce the Speed of that creature by 10 feet until the start of your next turn.

Enhanced Critical. When you score a Critical Hit that deals Slashing damage to a creature, it has Disadvantage on attack rolls until the start of your next turn.

★ **Athlete**

General Feat (Prerequisites: Level 4+, Strength or Dexterity 13+)

You gain the following benefits.

Ability Score Increase. Increase your Strength or Dexterity by 1, to a maximum of 20.

Climb Speed. You gain a Climb Speed equal to your Speed.

Hop Up. When you have the Prone condition, you can right yourself with only 5 feet of movement.

Jumping. You can make a running Long or High Jump after moving only 5 feet.

★ **Mage Slayer**

General Feat (Prerequisite: Level 4+)

You gain the following benefits.

Ability Score Increase. Increase your Strength or Dexterity by 1, to a maximum of 20.

Concentration Breaker. When you damage a creature that is Concentrating, it has Disadvantage on the saving throw it makes to maintain Concentration.

Guarded Mind. If you fail an Intelligence, a Wisdom, or a Charisma saving throw, you can cause yourself to succeed instead. Once you use this benefit, you can't use it again until you finish a Short or Long Rest.

Traits- Background

★ **Feature: Iron Grit**

Years of relentless training have instilled within you an unyielding resolve and a knack for enduring the harshest of circumstances. When you finish a short rest but do not spend any hit dice, you can regain one hit die. Once you use this feature, you must finish a long rest to regain it.

Traits- Race

Elf- High

★ **Creature Type:** Humanoid

★ **Size:** Medium (about 5-6 feet tall)

★ **Speed:** 30 feet

★ **Darkvision.** You have Darkvision with a range of 60 feet.

★ **Elven Lineage.** You are part of a lineage that grants you supernatural abilities. Choose a lineage from the Elven Lineages table. You gain the level 1 benefit of that lineage.

When you reach character levels 3 and 5, you learn a higher-level spell, as shown on the table. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select the lineage).

Elven Lineages			
Lineage	Level 1	Level 3	Level 5
Drow	The range of your Darkvision increases to 120 feet. You also know the Dancing Lights cantrip.	Faerie Fire	Darkness
High Elf	You know the Prestidigitation cantrip. Whenever you finish a Long Rest, you can replace that cantrip with a different cantrip from the Wizard spell list.	Detect Magic	Misty Step
Wood Elf	Your Speed increases to 35 feet. You also know the Druidcraft cantrip.	Longstrider	Pass without Trace

★ **Fey Ancestry.** You have Advantage on saving throws you make to avoid or end the Charmed condition.

★ **Keen Senses.** You have proficiency in the Insight, Perception, or Survival skill.

★ **Trance.** You don't need to sleep, and magic can't put you to sleep. You can finish a Long Rest in 4 hours if you spend those hours in a trancelike meditation, during which you retain consciousness.

Traits- Class

❖ Barbarian

★ **Level 1: Rage**

You can imbue yourself with a primal power called Rage, a force that grants you extraordinary might and resilience. You can enter it as a Bonus Action if you aren't wearing Heavy armor.

You can enter your Rage the number of times shown for your Barbarian level in the Rages column of the Barbarian Features table. You regain one expended use when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest.

While active, your Rage follows the rules below.

Damage Resistance. You have Resistance to Bludgeoning, Piercing, and Slashing damage.

Rage Damage. When you make an attack using Strength—with either a weapon or an Unarmed Strike—and deal damage to the target, you gain a bonus to the damage that increases as you gain levels as a Barbarian, as shown in the Rage Damage column of the Barbarian Features table.

Strength Advantage. You have Advantage on Strength checks and Strength saving throws.

No Concentration or Spells. You can't maintain Concentration, and you can't cast spells.

Duration. The Rage lasts until the end of your next turn, and it ends early if you don Heavy armor or have the Incapacitated condition. If your Rage is still active on your next turn, you can extend the Rage for another round by doing one of the following:

- ✧ Make an attack roll against an enemy.
- ✧ Force an enemy to make a saving throw.
- ✧ Take a Bonus Action to extend your Rage.

Each time the Rage is extended, it lasts until the end of your next turn. You can maintain a Rage for up to 10 minutes.

★ **Level 1: Unarmored Defense**

While you aren't wearing any armor, your base Armor Class equals 10 plus your Dexterity and Constitution modifiers. You can use a Shield and still gain this benefit.

★ **Level 1: Weapon Mastery**

Your training with weapons allows you to use the mastery properties of two kinds of Simple or Martial Melee weapons of your choice, such as Greataxes and Handaxes. Whenever you finish a Long Rest, you can practice weapon drills and change one of those weapon choices.

When you reach certain Barbarian levels, you gain the ability to use the mastery properties of more kinds of weapons, as shown in the Weapon Mastery column of the Barbarian Features table.

★ **Level 2: Danger Sense**

You gain an uncanny sense of when things aren't as they should be, giving you an edge when you dodge perils. You have Advantage on Dexterity saving throws unless you have the Incapacitated condition.

★ **Level 2: Reckless Attack**

You can throw aside all concern for defense to attack with increased ferocity. When you make your first attack roll on your turn, you can decide to attack recklessly. Doing so gives you Advantage on attack rolls using Strength until the start of your next turn, but attack rolls against you have Advantage during that time.

★ **Level 3: Primal Knowledge**

You gain proficiency in another skill of your choice from the skill list available to Barbarians at level 1.

In addition, while your Rage is active, you can channel primal power when you attempt certain tasks; whenever you make an ability check using one of the following skills, you can make it as

a Strength check even if it normally uses a different ability: Acrobatics, Intimidation, Perception, Stealth, or Survival. When you use this ability, your Strength represents primal power coursing through you, honing your agility, bearing, and senses.

★ **Level 4: Ability Score Improvement**

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify. You gain this feature again at Barbarian levels 8, 12, and 16.

★ **Level 5: Extra Attack**

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

★ **Level 5: Fast Movement**

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

★ **Level 7: Feral Instinct**

Your instincts are so honed that you have Advantage on Initiative rolls.

★ **Level 7: Instinctive Pounce**

As part of the Bonus Action you take to enter your Rage, you can move up to half your Speed.

★ **Level 8: Ability Score Improvement**

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

★ **Level 9: Brutal Strike**

If you use Reckless Attack, you can forgo any Advantage on one Strength-based attack roll of your choice on your turn. The chosen attack roll mustn't have Disadvantage. If the chosen attack roll hits, the target takes an extra 1d10 damage of the same type dealt by the weapon or Unarmed Strike, and you can cause one Brutal Strike effect of your choice. You have the following effect options.

Forceful Blow. The target is pushed 15 feet straight away from you. You can then move up to half your Speed straight toward the target without provoking Opportunity Attacks.

Hamstring Blow. The target's Speed is reduced by 15 feet until the start of your next turn. A target can be affected by only one Hamstring Blow at a time—the most recent one.

★ **Level 10: Subclass Feature**

★ **Level 11: Relentless Rage**

Your Rage can keep you fighting despite grievous wounds. If you drop to 0 Hit Points while your Rage is active and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, your Hit Points instead change to a number equal to twice your Barbarian level.

Each time you use this feature after the first, the DC increases by 5. When you finish a Short or Long Rest, the DC resets to 10.

★ **Level 12: Ability Score Improvement**

★ **Level 13: Improved Brutal Strike**

You have honed new ways to attack furiously. The following effects are now among your Brutal Strike options.

Staggering Blow. The target has Disadvantage on the next saving throw it makes, and it can't make Opportunity Attacks until the start of your next turn.

Sundering Blow. Before the start of your next turn, the next attack roll made by another creature against the target gains a +5 bonus to the roll. An attack roll can gain only one Sundering Blow bonus.

★ **Level 14: Subclass Feature**

★ **Level 15: Persistent Rage**

When you roll Initiative, you can regain all expended uses of Rage. After you regain uses of Rage in this way, you can't do so again until you finish a Long Rest.

In addition, your Rage is so fierce that it now lasts for 10 minutes without you needing to do anything to extend it from round to round. Your Rage ends early if you have the Unconscious condition (not just the Incapacitated condition) or don Heavy armor.

★ **Level 16: Ability Score Improvement**

★ **Level 17: Improved Brutal Strike**

The extra damage of your Brutal Strike increases to 2d10. In addition, you can use two different Brutal Strike effects whenever you use your Brutal Strike feature.

★ **Level 18: Indomitable Might**

If your total for a Strength check or Strength saving throw is less than your Strength score, you can use that score in place of the total.

Traits- Subclass

❖ **Fleshforged**

The fleshforged is a savage warrior transformed into a living weapon through body augmentation. Such alterations might be the work of a deranged fleshcrafter, a faction of pit fighters, or a militaristic cult.

Fleshforged Feature DC = 8 + your Strength modifier + your proficiency bonus.

★ **Fleshforging 3rd level**

Your body has been forged for carnage. Select two of the following options.

Forearm Scythes: A scythe-like blade is affixed to each of your forearms. Each forearm scythe is an exotic weapon that you are proficient with. It deals 1d8 slashing damage, has the light property and the sap weapon mastery, and weighs 3 lbs.

You cannot wield another weapon or a shield in the hand of an arm with a forearm scythe. As a bonus action, you can retract or extend your forearm scythes.

While you are raging, attack rolls you make with your forearm scythes score a critical hit on a roll of a natural 19–20.

Tremendous Veins: Your veins are thick and stand out like cords when you exert yourself.

- Once per long rest, you can take an action to regain one expended use of your Rage.
- While you are raging, you have advantage on Constitution saving throws, and you ignore the effects of a number of levels of exhaustion equal to your proficiency bonus.

★ **Tenacity of Body and Mind** 6th level

Choose two of the following conditions: charmed, frightened, grappled, or prone. While you are raging, enemies cannot impose the chosen conditions onto you. When you enter your rage, any of the chosen conditions on you that were caused by an enemy immediately end.

- Grappled
- Prone

★ **Masterforged** 10th level

Your chosen Fleshforging options from 3rd level improve.

Forearm Scythes: The damage die of your forearm scythes increases to 1d10.

Tremendous Veins:

- Your speed increases by an additional 10 feet while you are not wearing heavy armor.
- You die at 4 failed death saves instead of 3.

★ **Forge of Brutality** 14th level

Choose a third Fleshforging option. You gain its 3rd-level and 10th-level Features.

Gristle Flesh: Your body has been augmented to withstand damage. When you enter a rage, you gain 1d6 temporary hit points per point of proficiency bonus you have. You can also gain these temporary hit points as a bonus action by expending a use of your Rage.

Gristle Flesh: Choose two damage types other than bludgeoning, piercing, slashing, or psychic. You gain resistance to those damage types.

- Fire
- Necrotic

Wardstone

Magic item (wondrous item), common

Cost: 50 gp **Weight:** 1 lb.

A crystal flecked with silver

You can activate the *wardstone* as an action while holding it. It crumbles away, and a magical barrier surrounds you, providing you 2d6 temporary hit points that last for up to 1 hour.

Dragonfang Scimitar - Rarex2

Weapon (scimitar), uncommon

Cost: 500 gp **Weight:** 3 lb.

A scimitar made from the fang of a dragon

You gain a +1 bonus to attack and damage rolls with this weapon, and when you hit with it, you deal an extra 1d4 damage. This extra damage is the same type as the breath weapon of the dragon from which the sword was made.

—GREATER RARITIES—

Rare (5,000 gp)

You gain a +2 bonus to attack and damage rolls with this weapon, and when you hit with it, you deal an extra 1d6 damage.

Very Rare (50,000 gp)

You gain a +3 bonus to attack and damage rolls with this weapon, and when you hit with it, you deal an extra 1d6 damage.

Legendary (250,000 gp)

You gain a +3 bonus to attack and damage rolls with this weapon, and when you hit with it, you deal an extra 2d8 damage.

Behemoth Belt -Very Rare

Wondrous item, rare, very rare, or legendary (requires attunement)

Cost: 5,000 gp (rare), 50,000 gp (very rare), 250,000 gp (legendary)

Weight: 1 lb.

While wearing this item, your Strength score increases. This effect does not combine with any other item that improves your Strength score.

Rare: +2 Strength

Very Rare: +4 Strength

Legendary: +6 Strength

Icebind Orb

Magic item (wondrous item), rare

Cost: 2,000 gp **Weight:** 3 lb.

An orb made of elemental ice, frigid to the touch

As an action, target a Large or smaller creature you can see within 60 feet of you. The orb is consumed into a streaking, icy surge. The creature must succeed on a DC 15 Dexterity saving throw or be encased in ice for 1 hour. The ice melts away to nothing after this duration or if it drops to 0 hit points (see below).

While encased, the creature is surrounded by a chunk of ice. This translucent barrier causes total cover. The creature is incapacitated, it does not need to breathe, and its Speed is 0 and cannot increase.

The ice has the following statistics:

- AC 12, 60 hp
- Vulnerability to fire and thunder
- Immunity to cold, poison, psychic
- Resistance to acid
- Can be dispelled as though a 4th-level spell

Tarrasque Scale Pendant - Rare

Wondrous item, rare, very rare, or legendary (requires attunement)

Cost: 5,000 gp (rare), 50,000 gp (very rare), 250,000 gp (legendary)

Weight: 1 lb.

While wearing this item, your Constitution score increases. This effect does not combine with any other item that improves your Constitution score.

Rare: +2 Constitution

Very Rare: +4 Constitution

Legendary: +6 Constitution

Thunderhead Orb

Magic item (wondrous item), uncommon

Cost: 500 gp **Weight:** 3 lb.

A thunderstorm roils slowly inside this orb

As an action, target a point you can see within 60 feet of you. The orb is consumed, and its power streaks toward the point, where it bursts in a 15-foot radius. Each creature in this area must make a DC 15 Constitution saving throw (constructs have disadvantage). On a failed save, a creature takes 5d8 thunder damage, is pushed 10 feet away from the burst, and falls prone. On a successful save, a creature takes half damage only.

In addition, unattended objects are affected. Each takes 5d8 thunder damage and is knocked over if unsecured. Doors and other physical portals are potentially blasted open: make a Strength check with a +7 modifier to determine which are forced open.

Spellcasting

- ★ **Modifier.** Cha
- ★ **DC.** 9
- ★ **Spell Attack Bonus.** +1

❖ Spells

- **Cantrips**
 - **Mending**
- **1st Level**
 - **Detect Magic**
- **2nd Level**
 - **Misty Step**
- **3rd Level**
- **4th Level**
- **5th Level**

Actions

Attacks

- ★ *Weapon.* To Hit +X. $xdY+X$ Damage Type, Weapon Traits
- ★ *Forearm Scythe.* +5 to hit. 1d8+3 Slashing. Light, Sap
- ★ *Handaxe.* +5 to hit. 1d6+3 Slashing. Light, Thrown (20/60), Vex
- ★ *Acid.* Dex Save DC 13. 2d6 Acid. Thrown (Range 20)

Bonus Actions

- ★ *Handaxe Light Attack.* +5 to hit. 1d6 Slashing. Light, Thrown (20/60), Vex
- ★ *Forearm Scythe Light Attack.* +5 to hit. 1d8 Slashing. Light, Sap



Special Actions

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Scimitar scythe 1d10+1d6

+7+6+2=+15 to hit with scythes.

+14 to hit with coldfire axe