

ENFORCER / SHIP'S MUSCLE

CHARACTER NAME

Barbarian 3

CLASS & LEVEL

PLAYER NAME

Warforged

SPECIES

Soldier

BACKGROUND

(Milestone)

EXPERIENCE POINTS

STRENGTH

18

+4

DEXTERITY

14

+2

CONSTITUTION

16

+3

INTELLIGENCE

12

+1

WISDOM

10

+0

CHARISMA

8

-1

- +6 Strength
- +2 Dexterity
- +5 Constitution
- +1 Intelligence
- +0 Wisdom
- 1 Charisma

Saving Throw Modifiers

Advantage against being poisoned

Advantage on DEX against effects that you SAVING THROWS

- +2 Acrobatics DEX
- +0 Animal Handling WIS
- +1 Arcana INT
- +6 Athletics STR
- 1 Deception CHA
- +1 History INT
- +0 Insight WIS
- +1 Intimidation CHA
- +1 Investigation INT
- +0 Medicine WIS
- +1 Nature INT
- +2 Perception WIS
- 1 Performance CHA
- 1 Persuasion CHA
- +1 Religion INT
- +2 Sleight of Hand DEX
- +2 Stealth DEX
- +2 Survival WIS
- _____
- _____
- _____

SKILLS

+2 INITIATIVE

ARMOR 16 **CLASS**

Resistances - Poison
Immunities - Disease, Magical Sleep

DEFENSES

HEROIC INSPIRATION

+2 PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP **35** Current HP Temp HP **--**

HIT POINTS

Total **3d12** HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

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

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

=== TOOLS ===
Dice Set, Vehicles (Land)

=== LANGUAGES ===
Common

PROFICIENCIES & TRAINING

=== 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 • 3 / Long Rest
As a bonus action enter a rage for up to 1 minute (10 rounds).

You gain advantage on STR checks and saving throws (not attacks), +2 melee damage with STR weapons, resistance to bludgeoning, piercing, slashing damage. You can't cast or concentrate on spells while raging.

Your rage 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 as a bonus action.

ACTIONS

12 PASSIVE PERCEPTION

10 PASSIVE INSIGHT

11 PASSIVE INVESTIGATION

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger	+6	1d4+4 Piercing	Simple, Finesse, Light, Thrown, Nick, Range (20/60)
Greataxe	+6	1d12+4 Slashing	Martial, Heavy, Two-Handed, Cleave
Handaxe	+6	1d6+4 Slashing	Simple, Light, Thrown, Vex, Range (20/60)
Handaxe	+6	1d6+4 Slashing	Simple, Light, Thrown, Vex, Range (20/60)
Javelin	+6	1d6+4 Piercing	Simple, Thrown, Slow, Range (30/120)
Unarmed Strike	+6	5 Bludgeoning	

WEAPON ATTACKS & CANTRIPS



D&D BEYOND

ENFORCER / SHIP'S MUSCLE

CHARACTER NAME

Barbarian 3

CLASS & LEVEL

PLAYER NAME

Warforged

SPECIES

Soldier

BACKGROUND

(Milestone)

EXPERIENCE POINTS

=== BARBARIAN FEATURES ===

* Hit Points • PHB 47

* Proficiencies • PHB 47

* Rage • PHB 48

As a bonus action enter a rage for up to 1 minute (10 rounds).

You gain advantage on STR checks and saving throws (not attacks), +2 melee damage with STR weapons, resistance to bludgeoning, piercing, slashing damage. You can't cast or concentrate on spells while raging.

Your rage 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 as a bonus action.

| 3 / Long Rest • 1 Bonus Action

* Unarmored Defense • PHB 48

While not wearing armor, your AC equals 10 + DEX modifier + CON modifier + any shield bonus.

* Reckless Attack • PHB 48

When you make your first attack on your turn, you can decide to attack recklessly, giving you advantage on melee weapon attack rolls using STR during this turn, but attack rolls against you have advantage until your next turn.

* Danger Sense • PHB 48

You have advantage on DEX saving throws against effects that you can see while not blinded, deafened, or incapacitated.

* Primal Path • PHB 48

| Path of the Totem Warrior

* Spirit Seeker • PHB

You can cast beast sense and speak with animals as rituals.

* Totem Spirit • PHB

You have adopted a totem spirit.

| Bear • PHB

While raging, you have resistance to all damage except psychic damage.

=== WARFORGED SPECIES TRAITS ===

* Ability Score Increase • ERftLW 36

Your Constitution score increases by 2, and one other ability score of your choice increases by 1.

* Constructed Resilience • ERftLW 36

You have advantage on saving throws against being poisoned, and you have resistance to poison damage. You don't need to eat, drink, or breathe. You are immune to disease. You don't need to sleep, and magic can't put you to sleep.

* Sentry's Rest • ERftLW 36

When you take a long rest, you must spend at least six hours in an inactive, motionless state, rather than sleeping. In this state, you appear inert, but it doesn't render you unconscious, and you can see and hear as normal.

* Integrated Protection • ERftLW 36

You gain a +1 bonus to Armor Class. To don or doff armor other than a shield takes 1 hour, and you must be proficient with the armor.

While you live, your incorporated armor can't be removed from your body against your will.

FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT	
CP	0	Aether-Knot Belt	1	--	Waterskin	1	5 lb.
		Dagger	1	1 lb.			
SP	0	Handaxe	1	2 lb.			
		Handaxe	1	2 lb.			
EP	0	Javelin	4	8 lb.			
		Greataxe	1	7 lb.			
GP	25	Backpack	1	5 lb.			
		Clothes, Common	1	3 lb.			
PP	0	Dice Set	1	--			
		Bedroll	1	7 lb.			
		Mess Kit	1	1 lb.			
		Rations (1 day)	10	20 lb.			
		Rope, Hempen (50 feet)	1	10 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT
		Tinderbox	1	1 lb.	Aether-Knot Belt	1	--
		Torch	10	10 lb.			

EQUIPMENT

ENFORCER / SHIP'S MUSCLE

CHARACTER NAME

		Medium		
GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

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
=== 1st LEVEL ===								
<input type="radio"/> Speak with Animals	Spirit Seeker	--	10m	Self	V,S	10 minutes	PHB 277	D: 10m, V/S
=== 2nd LEVEL ===								
<input type="radio"/> Beast Sense	Spirit Seeker	--	10m	Touch	S	Concentration, up to 1 hour	PHB 217	D: 1h, S

SPELLS

Enforcer / Ship's Muscle

Role on the Ship: Boarding Defense, Line Holder

Class: Barbarian (Path of the Totem Warrior — Bear) — Level 3

Descriptor: Often seen as built to endure; expected to choose when to engage.

Who You Are

You are not in charge. You are relied upon.

When things turn violent, you are often the one people expect to still be standing — not because you enjoy it, and not because you seek it, but because you are willing to absorb what others cannot.

You do not give orders, and you are not required to rush ahead. You tend to step forward only when the situation demands it — and when you do, the crew usually trusts that the line will hold.

Background & History

You were created for conflict and trained to operate within strict command structures. You learned discipline, obedience, and how to function when everything around you is breaking.

Then the orders stopped coming.

You did not defect. You did not rebel. You simply did not return. You chose work where your presence mattered directly — where the people around you were not expendable assets.

This crew does not treat you like a tool. They tend to trust you to decide when to engage and when to stand down. That trust is why you stay.

What You Can Do (In the World)

- **Hold the Line:** You can physically block threats, absorb punishment, and prevent enemies from reaching the rest of the crew.
- **Endure Damage Others Can't:** You are built to take hits that would cripple or kill others.
- **Escalate When Necessary:** When you enter combat mode, it is usually deliberate and controlled — not emotional.

Mechanical Framing (Player Guidance)

Rage is generally understood to represent a controlled combat escalation, not anger.

Bear Totem resistance reflects internal damage routing and structural reinforcement.

You are not expected to lose control when raging — many see it as becoming more precise about what you protect.

Your Role on the Ship

You are often expected to: - Defend chokepoints during boarding actions - Protect vulnerable crew members - Buy time during retreats or evacuations - Engage large or relentless threats directly

You are not necessarily the first to act — you are often the last thing standing between danger and the crew.

How Others See You

Others commonly view you this way: - **Captain:** Trusts you to hold when retreat is ordered. - **Medic:** Knows you'll take hits meant for others. - **Machanic:** Designs plans assuming you will hold longer than expected. - **Lookout:** Warns you early so you can position yourself. - **Quartermaster:** Counts on you to end fights quickly when they happen.

They don't command you. They depend on you.

Roleplay Anchors

- What order would you refuse now, no matter who gave it?
 - Who on the crew do you protect without ever saying so?
 - What part of civilian life still feels wrong or fragile?
 - Do you fear becoming what you were built to be?
-

Playing the Enforcer

Some enforcers are calm and deliberate. Others are loud, anxious, grim, or sharp-edged. You do not have to be stoic, controlled, or fearless — only willing to step in when you believe it matters.

When you move, it may be because the situation has crossed a line *for you*. You are not here to dominate the scene — you are here to make sure others survive it.

Player Freedom Note

This sheet describes how others commonly perceive the Enforcer's role and how training or experience often manifests.

You are encouraged to bend, challenge, or subvert any of this in play. Your version of this character is the canon one at the table.

AETHER-KNOT BELT

Wondrous Item, uncommon (requires attunement)

This broad belt is constructed from storm-tanned hide reinforced with braided aether-cord.

A small Verdant Quartz crystal is set within the heavy buckle housing, wrapped in fine strands of moon-wire.

Panels of woven aether cloth line the interior, allowing the belt to subtly adjust tension as the wearer shifts their stance.

While wearing the belt:

You have advantage on Strength (Athletics) checks made to resist being shoved or knocked prone.

You count as one size larger when determining whether you can be shoved or knocked prone.

Stabilizing Surge (1/Long Rest)

As a bonus action, you can activate the belt, causing the moon-wire lattice to tighten and the Verdant Quartz core to hum with stabilizing energy. For 1 minute:

You cannot be knocked prone.

You have advantage on saving throws made to resist being pushed or forcibly moved.

You automatically maintain your footing on surfaces tilted up to 90 degrees.

This effect ends early if you are restrained or leave contact with a solid surface.

Once this property is used, it can't be used again until you finish a long rest.

Notes: Advantage: Athletics, Size: Large, Utility, Belt