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High elf barbarian 5e

Looking for barbarian thumbnails for you the next role table game? Browse our great barbarian collection, and find the perfect thumbnail that best represents your character. Barbarians are fierce fighters best known for their power and constitution. Given the wild tantrums, these are the best class to go beast way on the battlefield. Both brave and loyal to their warrior code, barbarians are a welcome addition to any adventure party. Are you ready to go crazy? Choose your favorite barbarian thumbnail and start role-playing! 2016-02-10, 3:24 (ISO 8601) So state-wise I figured it out. 15th St., Dex 14, Con 15, Int/Wis/Cha 10. I'll use a Greatsword. I'm having trouble with how a Great Noble Elf suddenly became barbaric. Thoughts? 2016-02-10, 3:29 (ISO 8601) There could have been a period of separation, so he grew up early as a great noble elf, and then was kidnapped or forced to flee or a magical accident and spent five years with some people who taught him anger. Maybe some wooden elves. A parent may be involved here, so he's half-drugged technically; You could choose the dark defect secret from the noble background and hide that you're a bastard or not thoroughbred or whatever – if you don't want to be too bizarre a story. Last edit by hymer; 2016-02-10 at 15:32. My D&D 5th ed. Druid Handbook 2016-02-10, 15:30 (ISO 8601) Who is to say that there are no tribes of great elves in the world that are considered barbarians to other societies? And who is to say that noble did not come from the rank of those barbarians said (eg. son/daughter/brother/sister heads or something). The Great Elf is a race, not a way of life. A group of sea elves would have decided that they wanted to be closer to nature or something and separated from the group just a few hundred/thousand years ago. As such, they still retain the characteristics of a Tall Elf, but are barbaric by other cultures. (Gasp, maybe eating more meat than fruit, which would be terrible many elf crops). As for being a nobleman, all that really means is that you are from a high caste rank in your system where you have learned more about the world and politics. You did not come from a family of hunters or gatherers, but from a high-ranking family where you were granted more privileges. 2016-02-10, 3:37 (ISO 8601) Maybe all that is barbaric is his style of combat. He was taught to embrace his emotions in battle and to fully commit to defeating his enemies. This way of fighting is seen as a productive even artful release of negative emotions. The family from which he came was expected to be able to defend society and eventually lead it. Thus, a time of wandering to cleanse his wildness and learn self-control. 2016-02-10, 3:51 (ISO 8601) Thanks guys!! I like all those ideas. I'll try to combine them into something. Something, for the character. Originally posted by hymer there could have been a period of separation, so he grew up early as a great noble elf, and then was kidnapped or forced to flee or a magical accident and spent five years with some people who taught him anger. Maybe some wooden elves. A parent may be involved here, so he's half-drugged technically; You could choose the dark defect secret from the noble background and hide that you're a bastard or not thoroughbred or whatever – if you don't want to be too bizarre a story. Most likely, I'll use the bastard baby defect. Jon Snow, anyone? ;) Originally posted by hawklost (Gasp, maybe eating more meat than fruit, which would be terrible many elf crops). One of his personality traits: I never turn down a good steak. Originally posted by coaltomorrow maybe all that is barbaric is his fighting style. He was taught to embrace his emotions in battle and to fully commit to defeating his enemies. This way of fighting is seen as a productive even artful release of negative emotions. The family from which he came was expected to be able to defend society and eventually lead it. Thus, a time of wandering to cleanse his wildness and learn self-control. I like that very much. Reminds me of the Vepaad Lightsaber form. 2016-02-10, 4:17 (ISO 8601) I like the idea of an Elf Noble, the firstborn son of a prestigious house, who simply did not take to their ways at all. He still has the title and all, but he has serious anger management issues at times, hates itchy clothes, and would rather sit with his friends and swing an axe around. His father is not eager to let him take the mantle of the Lord of the House when he dies, and this Elf is more than fine with that. He's got beer to drink. Avatar Stick Order made by the talented Kymme. Originally posted by Flickerdart Half-Hamster template gives me the advantageous size and ability to score bonuses, and combos well with my inherited Olderberry Radiance (Ex). Which is more than I can say about you, cl-losing Evoker! I've been eating these beans! 2016-02-10, 16:20 (ISO 8601) Originally posted by Rakoa I like the idea of an Elf Noble, the firstborn son of a prestigious house, who simply did not take to their ways at all. He still has the title and all, but he has serious anger management issues at times, hates itchy clothes, and would rather sit with his friends and swing an axe around. His father is not eager to let him take the mantle of the Lord of the House when he dies, and this Elf is more than fine with that. He's got beer to drink. Give it a few centuries, we all acted a little when we were young... 2016-02-10, 16:24 (ISO 8601) I would make someone who, say, survived an assassination attempt if his house was burned around him and his family. He survived, but lost everything along with a part of his sanity, and someone will pay for it. A guy in a good suit with an eloquent speech and always just a second from flying into a criminal rage. (Barbaric unarmed defense doesn't mean you have to be shirtless! You can wear a nice suit and a hat. ^^) Frankly, something very similar to the origin of the punisher. You don't have to be a ranger at all. 2016-02-10, 16:33 (ISO 8601) 2016-02-10, 16:41 (ISO 8601) More great ideas!! I like this more and more. Although I am currently leaning towards a High Elf woman, using Defense Unarmored..... You know, since I'm just doing an off-the-wall crazy hard. 2016-02-10, 16:47 (ISO 8601) Barbarian doesn't have to be a savage... Maybe he's just a fighter with huge anger issues. Elves are more emotional than humans (unless they're Spock)! It's Eberron, not ebberon. It's not high magic, it's broad magic. And it's certainly not steampunk. The only time steam gets involved is when the fire and the water elements come off. 2016-02-10, 4:53 (ISO 8601) Taking a bit of a (completely) different direction: maybe he's just that big of a spoiled kid. Take the Frenzy archetype, and be that he is cultivated and liked when things go his way, but if someone snubs him, insults him, or DARES to engage in violence with him, he launches into an unfettered rage as he puts that upstart in his place, shows who's boss, and basically tears everything to pieces until everything is the way it should be again. That is, working to serve every whim's. 2016-02-10, 16:54 (ISO 8601) If a tree falls into the woods and PCs aren't around to hear it... What can I roll to see how loud it is? Is 3.5 a fried egg, chili-chutney sandwich? 2016-02-10, 05:24 (ISO 8601) She is not a barbarian. It's a swordmaster of an ancient school that learns from inner calm in an angry exterior. 2016-02-10, 06:17 (ISO 8601) Noble may mean Chief or Khan of the barbarian tribe High Elf is not forced to be clean barbarians do not have to be savages, could only be nomadic Civilization or your city could have been destroyed You could have kidnapped Game of Thrones Khaleesi! 2016-02-10, 06:17 PM (ISO 8601) 2016-02-10, 06:57 PM (ISO 8601) You could also go the other way. First you were a barbarian, then you were adopted/married to a Noble family. Now you have adventure in the name of this family, while still using your old fighting style. 2016-02-10, 07:45 (ISO 8601) I play a similar character in a campaign (Nobil human barbarian). From the beginning I decided that I would play the role of the human nobleman. The barbarian part is just a class with a skill set. For RP I explained how his grandfather taught him a style where he imagines a fire in the dark and throws all his doubts and fears, until there is nothing but fire left. In this state, his grandfather claimed, he control his body and can achieve anything. I totally copied it from the Wheel of Time. I also had body tattoos of vultures and tigers and explain how armor slows him down and interferes with his martial arts. The point is, don't worry about the mechanical part and decide your concept. If you do not want to be associated with barbarian tribes, you have the barbaric side of your character to be purely mechanical - martial training, a curse of horror, anger management problems, childhood trauma. He could be possessed by a demon-spirited animal. If you want to play the villainous tribal role, that's a great chance for you to come up with an idea of great elves tribes with their own culture, rituals, etc. and be the leader of this tribe. 2016-02-10, 22:54 (ISO 8601) I literally played this character in my last game, a Noble Dragonborn Barbarian. It was a magnanimous and friendly dragon until he either drank too much, or you him off. Then he took it a little wild and beat up more and more of the living of whoever was in his way. Took the Tavern Brawler feat after We got into one too many bar skirmishes with no near-handly weapon. A class can only be mechanics, if you like. There is nothing to say that you must use or embrace the traditional fluff behind the barbarian class. He's your character, play him you want. 2016-02-10, 23:02 (ISO 8601) 2016-02-10, 23:37 (ISO 8601) Do you want flavor, or mechanics? I ask because there is no reason why your barbaric abilities cannot be the result of highly focused and disciplined martial training. If you want the flavor, grown by wild elves? Passionate about the human tribe with which your home village has had peaceful trade for many human generations? The list is easy. 2016-02-11, 12:27 AM (ISO 8601) I had fun playing this character as a non-magic-using (or rather non-spelcaster) Bladesinger. Bladesong was originally a fighting style that any Elven warrior could train in, but had additional benefits for the fighter/magi with the real Bladesinger kit. So I basically repulsed totems like bladesinger school tattoos and unarmored bonus as Bladesong defense bonus. Anger is repulsed as an offensive way of Bladesong. You arrive with a ton of strength and durability packed in a very lithe frame. 2016-02-11, 3:13 AM (ISO 8601) I saw someone create a noble dwarf barbarian (Link that might give you some inspiration. I would consider making them possibly have some event that separated them from their family and growing up and introduced them to this way of life/caused their anger. I think Oliver Queen from Arrow... 2016-02-11, 3:48 AM (ISO 8601) This big city of crushed flight in your city, and out of it mutants have risen and earthquakes break the realm, wait that it's THUNDARR BARBAR, but there you go. The Great City crashed into you at home and. And. Adventurers found you in the ruins of the Drannor Myth 2016-02-11, 07:31 AM (ISO 8601) Originally posted by Segev Taking it a bit of a (complete) different direction: maybe it's just that big of a spoiled arm. Take the Frenzy archetype, and be that he is cultivated and liked when things go his way, but if someone snubs him, insults him, or DARES to engage in violence with him, he launches into an unfettered rage as he puts that upstart in his place, shows who's boss, and basically tears everything to pieces until everything is the way it should be again. That is, working to serve every whim's. That's pretty much exactly what I was going to scream. I had a barbarian just like that. I also had a great barbarian elf in 3.5, which wasn't quite like that. 2016-02-11, 08:51 (ISO 8601) Thank you all! Seriously, thank you. When I did this thread I thought I might get 3-4 answers. You've all given me a lot to think about and a lot of options I would never have found. 2016-02-11, 05:50 (ISO 8601) Originally posted by Oramac So stat-wise I figured it out. 15th St., Dex 14, Con 15, Int/Wis/Cha 10. I'll use a Greatsword. I'm having trouble with how a Great Noble Elf suddenly became barbaric. Thoughts? His table manners are heinous, Elven's is sub-par, and he doesn't know io Waltz. 2016-02-11, 05:59 (ISO 8601) You don't have to think you're a barbarian as being brainless. If I were to stay yang from RWBY I'd say it's a Totem Warrior (Bear) 3 / Sun Soul 7. She's good at taking and avoiding damage, and it takes a lot to make fun of herself. (but don't mess with her hair). Barbarians do not have to be stereotypical RAMWWRRRR!!! SIMTE-MI FURIA!! Character. 2016-02-11, 06:22 (ISO 8601) As others have mentioned, the actual class you choose should neither mean anything unless you want. No one in my environment says look at that guy, it's a dishonest class. He's a thief, or a merchant, or an assassin or whatever the player wants. There's no reason why your barbarian can't just be a veteran campaigner in an army. He's strong and knows the value of letting loose in battle when death is on the line, what's weird about that? 2016-02-11, 08:59 (ISO 8601) I would totally get on traumatized later in life and now is a crazy axe killer from a good family. RP and PR conflicts would be nice... Cookie Count: One originally posted by digiman619 Spoiler: True Facts Show

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