

Joris

CHARACTER NAME

Barbarian IPath of

CLASS & LEVEL

Acolyte

BACKGROUND

NPC

PLAYER NAME

Human/Mulan

RACE

Neutral

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

+5

21

DEXTERITY

+1

13

CONSTITUTION

+5

20

INTELLIGENCE

+4

19

WISDOM

0

10

CHARISMA

+4

18

INSPIRATION

+6

PROFICIENCY BONUS

- ☒ +11 Strength
- ☐ +1 Dexterity
- ☒ +11 Constitution
- ☐ +4 Intelligence
- ☐ 0 Wisdom
- ☐ +4 Charisma

SAVING THROWS

- ☐ +1 Acrobatics (Dex)
- ☐ 0 Animal Handling (Wis)
- ☐ +4 Arcana (Int)
- ☐ +5 Athletics (Str)
- ☐ +4 Deception (Cha)
- ☐ +4 History (Int)
- ☒ +6 Insight (Wis)
- ☒ +1 Intimidation (Cha)
- ☐ +4 Investigation (Int)
- ☐ 0 Medicine (Wis)
- ☐ +4 Nature (Int)
- ☒ +6 Perception (Wis)
- ☐ +4 Performance (Cha)
- ☐ +4 Persuasion (Cha)
- ☒ +1 Religion (Int)
- ☐ +1 Sleight of Hand (Dex)
- ☐ +1 Stealth (Dex)
- ☐ 0 Survival (Wis)

SKILLS

21

ARMOR CLASS

+1

INITIATIVE

40/30

SPEED

Hit Point Maximum 226

CURRENT HIT POINTS

TEMPORARY HIT POINTS

20x
(1d12+5)
HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

Welcoming, warm, fuzzy, nice

PERSONALITY TRAITS

IDEALS

BONDS

Playful, gambler

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Warhammer

+11

1d8+5 bludgeoning

Number of Attacks: 2

ATTACKS & SPELLCASTING

16

PASSIVE WISDOM (PERCEPTION)

Weapon Proficiencies: Martial; Simple

Armor Proficiencies: Light; Medium; Shields

Language Proficiencies: Common; Dwarvish; Gnomish; Goblin

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

30

TREASURE

EQUIPMENT

Clothes, common
Explorer's Pack
Incense x5
Plate +3
Pouch
Vestements



Joris

CHARACTER NAME

35

AGE

Brown

EYES

175

HEIGHT

Whiteish

SKIN

110

WEIGHT

Black

HAIR



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

TREASURE

- Has always lived in Jatt
- Married, one son (7 yo)
- No very rich, but happy with his life

CHARACTER BACKSTORY

-----Bonus Actions-----

Rage. Advantage on Strength checks and saves; melee damage bonus +4; resistance to bludgeoning, piercing, and slashing damage (lasts 1 minute, use 6 times/long rest).

-----Actions-----

Intimidating Presence. Frighten (Wisdom save DC 18) a creature with 30 ft.

-----Reactions-----

Retaliation. Make a melee weapon attack against a creature within 5 ft. that deals damage to you.

-----Other Traits-----

Brutal Critical. Three additional damage dice for melee criticals.

Danger Sense. Advantage on DEX saves against effects you can see.

Extra Attack. Attack twice when taking Attack action.

Fast Movement. Your speed increases to 40 when not heavily armored.

Feral Instinct. Advantage on initiative, surprise doesn't keep you from attacking if you enter rage.

Frenzy. You can frenzy when you rage, affording you a single melee weapon attack as a bonus action on each turn until the rage ends. When the rage ends, you suffer 1 level of exhaustion.

Indomitable Might. Min strength check value is 21.

Mindless Rage. Can't be charmed or frightened while raging.

Persistent Rage. Rage only ends early if you choose to end it or you fall unconscious.

Reckless Attack. Advantage on attacks using Strength, attacks against you have advantage as well.

Relentless Rage. If raging, are reduced to 0 HP, aren't killed, and make a DC 10 save (+5 for each time you've used this feature between rests), you go to 1 HP instead.

Shelter the Faithful. You and your companions can expect free healing at an establishment of your faith.