

Bran

CHARACTER NAME

Barbarian 3

CLASS & LEVEL

Tiefling

RACE

Soldier

BACKGROUND

Ragingfrenchfrie

PLAYER NAME

(Milestone)

EXPERIENCE POINTS

STRENGTH

+2

14

DEXTERITY

+1

12

CONSTITUTION

+2

15

INTELLIGENCE

+2

14

WISDOM

+0

10

CHARISMA

+0

10

- ☒ +4 Strength
- ☐ +1 Dexterity
- ☒ +4 Constitution
- ☐ +2 Intelligence
- ☐ +0 Wisdom
- ☐ +0 Charisma

Saving Throw Modifiers

Advantage on DEX against effects that you can see while not blinded, deafened, or

SAVING THROWS

- ☐ +1 Acrobatics DEX
- ☐ +0 Animal Handling WIS
- ☐ +2 Arcana INT
- ☒ +4 Athletics STR
- ☐ +0 Deception CHA
- ☐ +2 History INT
- ☐ +0 Insight WIS
- ☒ +2 Intimidation CHA
- ☐ +2 Investigation INT
- ☒ +2 Medicine WIS
- ☐ +2 Nature INT
- ☐ +0 Perception WIS
- ☐ +0 Performance CHA
- ☐ +0 Persuasion CHA
- ☐ +2 Religion INT
- ☐ +1 Sleight of Hand DEX
- ☐ +1 Stealth DEX
- ☒ +2 Survival WIS

SKILLS

+1

INITIATIVE

ARMOR

15

CLASS

Resistances - Fire

DEFENSES

INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

32

HIT POINTS

Total 3d12

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== ARMOR ===

Light Armor, Medium Armor, Shields

=== WEAPONS ===

Martial Weapons, Simple Weapons

=== TOOLS ===

Dice Set, Vehicles (Land)

=== LANGUAGES ===

Common, Infernal

PROFICIENCIES & LANGUAGES

=== ACTIONS ===

Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improve, Two-Weapon Fighting, Interact with an Object

=== BONUS ACTIONS ===

Frenzy Attack

While in a frenzy, you can make a single melee weapon attack as a bonus action on each of your turns after this one.

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

10

PASSIVE WISDOM (PERCEPTION)

10

PASSIVE WISDOM (INSIGHT)

12

PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Dagger

+4

1d4+2 Piercing

Simple, Finesse, Light, Thrown, Range (20/60)

Handaxe

+4

1d6+2 Slashing

Simple, Light, Thrown, Range (20/60)

Handaxe

+4

1d6+2 Slashing

Simple, Light, Thrown, Range (20/60)

Javelin

+4

1d6+2 Piercing

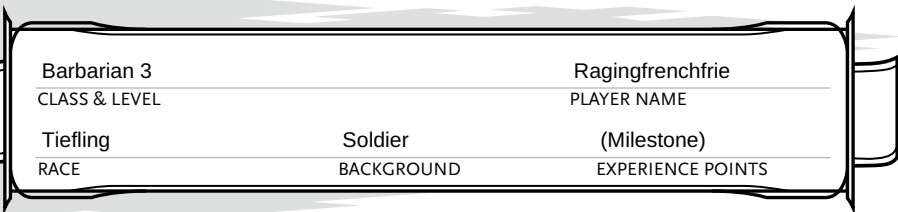
Simple, Thrown, Range (30/120)

Unarmed Strike

+4

3 Bludgeoning

WEAPON ATTACKS & CANTRIPS



FEATURES & TRAITS



Bran

CHARACTER NAME

male	38	Medium	6.2	200
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Chaotic Good		Purple	Black	Black
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I can stare down a hell hound without flinching.
I have a crude sense of humor.
I can stare down a hell hound without flinching.

PERSONALITY TRAITS

Might. In life as in war, the stronger force wins. (Evil)
Independence. When people follow

IDEALS

Those who fight beside me are those worth dying for.

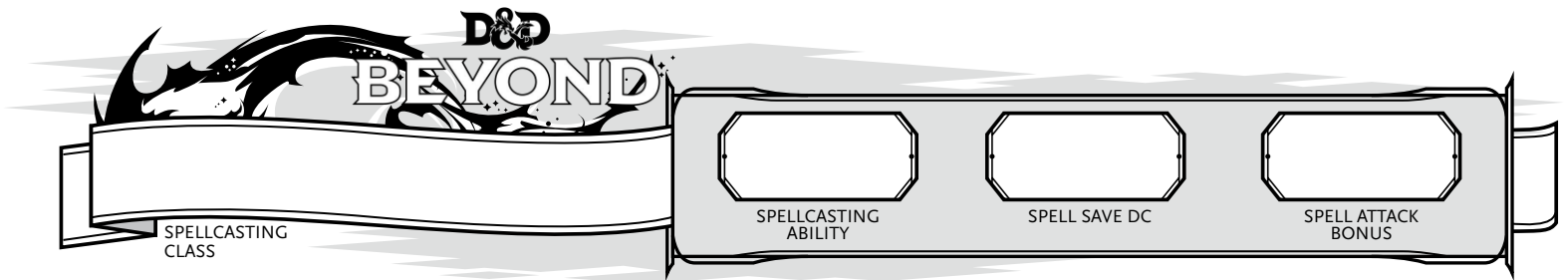
BONDS

My hatred of my enemies is blind and unreasoning.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES



PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
=== CANTRIPS ===	(At Will)							
○ Thaumaturgy	Infernal Legacy	--	1A	30 ft.	V	1 minute	PHB 282	D: 1m, V
=== 2nd LEVEL ===								
○ Hellish Rebuke	Infernal Legacy	DEX 10	1R	60 ft.	V,S	Instantaneous	PHB 250	1/LR, V/S

SPELLS