

Geybob

CHARACTER NAME

Barbarian (2)

CLASS & LEVEL

Goliath

RACE

Boom Boom

BACKGROUND

Chaotic Good

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

+3

17

DEXTERITY

+2

15

CONSTITUTION

+3

16

INTELLIGENCE

-1

8

WISDOM

-1

8

CHARISMA

-1

8

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +5 Strength
- ☐ +2 Dexterity
- ☐ +5 Constitution
- ☐ -1 Intelligence
- ☐ -1 Wisdom
- ☐ -1 Charisma

SAVING THROWS

- ☐ +4 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☐ -1 Arcana (Int)
- ☐ +5 Athletics (Str)
- ☐ -1 Deception (Cha)
- ☐ -1 History (Int)
- ☐ -1 Insight (Wis)
- ☐ -1 Intimidation (Cha)
- ☐ -1 Investigation (Int)
- ☐ -1 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☐ -1 Perception (Wis)
- ☐ -1 Performance (Cha)
- ☐ -1 Persuasion (Cha)
- ☐ -1 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☐ +1 Survival (Wis)

SKILLS

15

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum 25

CURRENT HIT POINTS

TEMPORARY HIT POINTS

2x(1d12+3)

HIT DICE

SUCCESSES

FAILURES

DEATH SAVED

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Javelin

+5

1d6 + 3 piercing

Club

+5

1d4 + 3 bludgeoning

Number of Attacks: 1

ATTACKS & SPELLCASTING

9

PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Woodcarver's Tools

Weapon Proficiencies: Martial; Simple

Armor Proficiencies: Light; Medium; Shields

Language Proficiencies: Common; Giant; Primordial

OTHER PROFICIENCIES & LANGUAGES



TREASURE

Explorer's Pack

EQUIPMENT



Geybob

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

TREASURE

CHARACTER BACKSTORY

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

Rage. Advantage on Strength checks and saves; melee damage bonus +2; resistance to bludgeoning, piercing, and slashing damage (lasts 1 minute, use twice/long rest).

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

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

Mountain Born. You're acclimated to high altitude, including elevations above 20,000 feet. You're also naturally adapted to cold climates, as described in chapter 5 of the *Dungeon Master's Guide*.

Natural Athlete. You have proficiency in the Athletics skill.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

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

Stone's Endurance. You can focus yourself to occasionally shrug off injury. When you take damage, you can use your reaction to roll a d12. Add your Constitution modifier to the number rolled, and reduce the damage by that total. After you use this trait, you can't use it again until you finish a short or long rest.