er Character Re layer:	cora		Race	RACTER NAME	Class	Barbarian
ampaign:	Character Creation	Date:	Alignment	Size	Deity	Level
urrent XP:	Next Level Goal:	Date	_	Base Speed	7	usted Initiative Deed Modifier
Ability	Ability Saving	ARMOR	HIT POINT	8		De
Score	Modifier Throws □	CLASS	maximum	Current Hit P	Points	Temporary Hit Points
STR			HIT DICE			
DEX	— —	\ /	total	Available Hit	Dice	Death Saves
CON		\vee	d			Pass
INT		N. J		Add CON modifer t	o each HD.	Exhaustion
wis		\dv:			-0	Level Effect
CHA)isad:	Ø9	10/0	% \$	☐1 DA on ability checks ☐2 Speed halved ☐3 DA on attacks and sav
Wis	Passive Percep	tion	₹			☐4 HP maximum halved ☐5 Speed reduced to 0
VEAPON	REACH	or RANGE DAMAG	INITIATIVE I	NSPIRATION P	ROFICIENC	Y Death
Description				PROFIC	IENCIE	<u>s</u>
□PROFICIENCY +	MAGIC MISC.	ATTACK BONUS	⊣ skills:		}	SAVES:
DAMAGE DICE	→ MISC.	DAMAGE	Dex	Acrobatics		
	++=		Wis	Animal Hn	= -	TOOLS:
аммо 🗆 🗆	<u> </u>	<u> </u>	Str 🗆	Arcana 🛂 Athletics 🕏		TOOLS:
VEAPON	REACH	or RANGE DAMAG	E Cha□	Deception		
Description PROFICIENCY	MAGIC MISC.	ATTACK BONUS	Int 🗆	History ×212	2	WEAPONS:
	++=[DAMAGE	Wis	Insight ×21½		
DAMAGE DICE	+ + + = = [DAMAGE	Int	Intimidatio		
AMMO 🗆 🗆				Medicine [
VEAPON	REACH	or RANGE DAMAG	E Int □	Nature ×212	7	ARMOR:
Description PROFICIENCY	MAGIC MISC.	ATTACK BONUS	Wis	Perception	×2 ½	
PROFICIENCY +		ATTACK BONUS	Cha□ Cha□	Performan Persuasior	N 1/2 1/	
DAMAGE DICE	→ MISC.	DAMAGE	Int 🗆	Religion 🗵		OTHER:
	++=[Dex	Sleight of		
	<u> </u>		Dex	Stealth ×23		
VEAPON	REACH	or RANGE DAMAG	E Wis □	Survival 🗵	1/2	
PROFICIENCY	MAGIC MISC.	ATTACK BONUS	_[
H H DAMAGE DICE □		DAMAGE	∐			
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VEAPON	REACH	or RANGE DAMAG	E			
Description	MAGIC MISC.	ATTACK BONUS				
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DAMAGE DICE	\downarrow + \downarrow MISC.	DAMAGE	¬[
			╝ □			
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ARMOR	ARMOR CL	ASS (AC) Calcula	sc. AC	,		#
ONO DEX ARMOR MAGIC MISC. AC			CHARACTER NAME			
				Age	Gender	
Weight -	DEX A	RMOR MAGIC MIS	SC. AC	Height	Weight	□
HIELD OAR		ARMOR MAGIC MIS	SC. AC	Eyes	Hair	
	EAVY ARMOR	+ +		Skin	Handedness	5 I I
Weight □ ○ SH	SIELD (add to AC)	SHIELD MAGIC MIS	SC. +AC	Physical Description	<u> </u>	
rotective I			AC Weight			
1 otective 1	tems		Bonus			
						CHARACTER SKETCH
						CHARACTER SKETCH
ther Equip				Languages		
ITEM	WT.	ITEM	WT.	Race	1	
	X =		X =	Ability Adj.		
	X =		X =	Traits		
	X =		x =	-		
			Ĥ	Proficiencies		
	X =		X =	Racial Lang's		
200	X =		X =	Background	il	
(101)	X =	The second	X =			
77.18	X =	Townson and	X =			
	X =		X =	Proficiencies		
	X =		X =	Equipment		
	X =		X =	Equipment		
Residence of the second	X =		X =	Bkgnd Lang's		
11 10 12 1000	X =		X =	Personality	7	
	Ė i		Ĥ			
	X =		X =	Valente		
	X =		X =	Ideals		
	X =	Coin Purse	X =			
SWINGER TRANSPORT	X =	Coin Purse	1	Bonds		
	CARRYING	DIISH DRAC	OTAL WEIGHT			
	CARRYING ×2	or LIFT	CARRIED	-		
festyle		Expenses/Day		Flaws		
Creasure CP	SP	EPGP	PP			
				Feature		
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				Magic Item:		Attuned
lagic Item:			Attun	ed Magic Item:		Attuned

Employ	kground or Not			#
3 434		CHARACTE	R NAME	

	BARBARIA	IN			#
	Level:	03	CHARACTER NAME	Path:	
		Rages	$\overline{1}$		
		Total Rages Used	Rage Damage		
Į		00000			
		Regain on a Long Rest			
1	Mer .	Path of the Bers	erker	77 2	
	3:3		Marie	Control of the second	
		Intimidating Pres Wisdom Save D	c		
		8+ + = LEGEND: P.B. = Proficiency Bonus, CHA = 0	Charisma Modifier		
				_	
	Pa	th of the Totem	Warrior	The same of the sa	
3rd Le	evel 3	6th Level	14th Level	المنتخبة المنتخبة	
	otem Spirit Bear	Aspect of the Beas Bear	t Totemic	Attunement Bear	
	◯ Eagle	Eagle		Eagle	
	Wolf	Wolf	`	Wolf	
	LVL Spe		LVL)		
		st sense	217		
es:	1 spe	ak with animals	277		