

Gina Caradune

CHARACTER NAME

Barbarian (Eagle Totem) Outlander

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Human

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

+3

16

DEXTERITY

+1

13

CONSTITUTION

+2

14

INTELLIGENCE

0

10

WISDOM

+1

12

CHARISMA

0

10

INSPIRATION

+2

PROFICIENCY BONUS

- ☒ +5 Strength
- ☐ +1 Dexterity
- ☒ +4 Constitution
- ☐ 0 Intelligence
- ☐ +1 Wisdom
- ☐ 0 Charisma

SAVING THROWS

- ☐ +1 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☐ 0 Arcana (Int)
- ☒ +5 Athletics (Str)
- ☐ 0 Deception (Cha)
- ☐ 0 History (Int)
- ☐ +1 Insight (Wis)
- ☐ 0 Intimidation (Cha)
- ☐ 0 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ 0 Nature (Int)
- ☒ +3 Perception (Wis)
- ☐ 0 Performance (Cha)
- ☐ 0 Persuasion (Cha)
- ☐ 0 Religion (Int)
- ☐ +1 Sleight of Hand (Dex)
- ☒ +3 Stealth (Dex)
- ☒ +3 Survival (Wis)

SKILLS

14

ARMOR CLASS

+1

INITIATIVE

30

SPEED

Hit Point Maximum 23 31

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2 3

d12

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Unarmed

+5

d4+3

Handaxe

+5

d6+3

Rng

20/60

Rage: +2 damage on melee attacks while raging.

Reckless Attack: Advantage on attack rolls, attacks against you have advantage. (Declare before you roll.)

Tavern Brawler:

- When you hit a target with an improvised weapon or unarmed strike you may attempt to grapple as a bonus action.
- You are proficient with improvised weapons.

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Languages:

- Common
- Elvish

OTHER PROFICIENCIES & LANGUAGES

CP

Chain Shirt

SP

4 hand axes

CP

Explorer's Pack

CP

-- Backpack

CP

-- Bedroll

PP

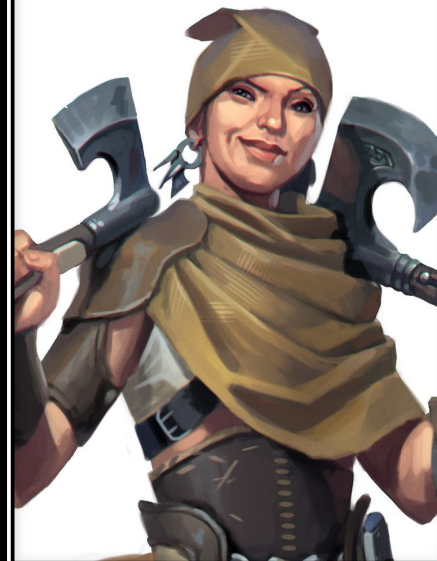
-- Mess Kit

-- Tinderbox

-- 10 Torches

-- 50ft of rope

EQUIPMENT



☐ ☐ Rage: On your turn, you can enter a rage as a bonus action. Your rage lasts for one minute. It ends early if your turn ends and you haven't taken damage or attacked a hostile creature since your last turn. While raging, you gain the following benefits:

- Advantage on Strength checks and Strength saving throws
- +2 damage on attacks with melee weapons.
- Resistance to bludgeoning, piercing, and slashing damage.

Recharges on long rest.

Reckless Attack: When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls, but attack rolls against you have advantage until your next turn.

Danger Sense: You have advantage on Dexterity saving throws against effects you can see.

Totem Spirit - Eagle: While you're raging, other creatures have disadvantage on opportunity attacks against you and you can use the Dash action as a bonus action.

Spirit Seeker: You can cast the following spells as rituals:

- Beast Sense: Touch a willing beast for 10 minutes, then see through its eyes for up to one hour.
- Speak with Animals

FEATURES & TRAITS