

Billy

CHARACTER NAME

Level 7 Tabaxi Barbarian, Path of the Zealot
CHARACTER LEVEL, RACE, & CLASS

23000
EXPERIENCE

Harborfolk
BACKGROUND

ALIGNMENT DEITY

Player One
PLAYER NAME

STRENGTH

16

+3

DEXTERITY

16

+3

CONSTITUTION

14

+2

INTELLIGENCE

8

-1

WISDOM

12

+1

CHARISMA

11

+0

PROFICIENCY BONUS

+3

- ☒ +6 Strength
- ☐ +3 Dexterity
- ☒ +5 Constitution
- ☐ -1 Intelligence
- ☐ +1 Wisdom
- ☐ +0 Charisma

CONDITIONAL

SAVING THROWS

- ☒ +3 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☐ -1 Arcana (Int)
- ☒ +6 Athletics (Str)
- ☐ +0 Deception (Cha)
- ☐ -1 History (Int)
- ☐ +1 Insight (Wis)
- ☐ +0 Intimidation (Cha)
- ☐ -1 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☒ +2 Nature (Int)
- ☒ +4 Perception (Wis)
- ☐ +0 Performance (Cha)
- ☐ +0 Persuasion (Cha)
- ☐ -1 Religion (Int)
- ☒ +6 Sleight of Hand (Dex)
- ☒ +6 Stealth (Dex)
- ☒ +4 Survival (Wis)

SKILLS

14

PASSIVE PERCEPTION

ARMOR

Unarmored Defense (Barbarian) (15)

SHIELD

15

AC

ARMOR CLASS

MAXIMUM

68

HIT DICE

7d12

TEMPORARY

CURRENT HIT POINTS

SPEED

40ft.

FLY

0ft.

CLIMB

30ft.

SWIM

0ft.

VISION

Darkvision

INSPIRATION

EXHAUSTION

SPEED, SENSES, & CONDITIONS

Feline Agility. When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

Cat's Claws. Because of your claws, you have a climbing speed of 20 feet. In addition, your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4+3, instead of the bludgeoning damage normal for an unarmed strike.

RACIAL TRAITS

INITIATIVE

+3

2 Attacks / Attack Action

NAME

Greatsword

Heavy, Two-Handed

RANGE

5 ft

ATTACK

+6 vs AC

DAMAGE / TYPE

2d6+3 slashing

ATTACKS & SPELLCASTING

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

Rage (Bonus Action—4/Long Rest). Advantage on Strength checks and Strength Saves. A +2 to damage rolls with strength melee weapon attacks. You have resistance to bludgeoning, piercing, and slashing damage.

Unarmored Defense. While you aren't wearing armor, your AC equals 15. You can use a shield and still gain this benefit.

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 using Strength during this turn, but attack rolls against you have advantage until your next turn.

Danger Sense. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Extra Attack. You can attack twice, instead of once, whenever you take the Attack action on your turn.

Fast Movement. Your speed increases by 10 feet while you aren't wearing heavy armor.

Feral Instinct. You have advantage on initiative rolls. If you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

Divine Fury. While raging, the first creature you hit on a turn with a weapon attack takes an extra 1d6+3 necrotic or radiant damage(choose when taking this feature.)

Warrior of the Gods. When a spell with the sole effect of restoring you to life(not undeath) is cast on you, the caster doesn't need material components.

Fanatical Focus (1/Rage). While raging, if you fail a saving throw, you can reroll it, and you must use the new roll.

FEATURES & TRAITS

Armor Proficiencies. Light Armor, Medium Armor, Shields

Weapon Proficiencies. Simple Weapons, Martial Weapons

Tool Proficiencies. Vehicles water, Three-Dragon Ante set

Languages. Common, Goblin

PROFICIENCIES & LANGUAGES



Billy

CHARACTER NAME

Male		4'11"	110 lb.
GENDER	AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR	

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

PERSONALITY TRAITS

IDEAL

BOND

FLAW

Waterfall Clan Nomad

You grew up in the Waterfall Clan and are loyal enough to defend it from those who seek to disrupt the flow it seeks to protect. You do so in the name of not only the late Highfang, but your goddess Fluox whom encourages the constant branching paths and erosion that the flow of time causes. As such you embrace change, and seek to shake things up as much as possible. There is no "correct" order of events-- simply events that you can cause or prevent. This is why you roam-- ensure the Waterfall Clan's prominence in whatever story is carved into historical tablets. You are naturally disliked by those in the Twig and Sky clans, but those in the Waterfall clan embrace you and revere you.

BACKGROUND FEATURE

TRINKET

A member of the Waterfall Clan-- roaming to spread the good word via his conquests and exploits.

BACKGROUND STORY

ADDITIONAL FEATURES

[illegible]

QUEST ITEMS & TRINKETS

Greatsword

Weapons

6 lb.

Player's Handbook

Three-Dragon Ante Set

Tools

If you are proficient with the Three-Dragon Ante Set, you can add your proficiency bonus to ability checks you make to play a game.

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Player's Handbook

Potion of Greater Healing

Potions

You regain $4d4 + 4$ hit points when you drink this potion. Whatever its potency, the potion's red liquid glimmers when agitated.

$\frac{1}{2}$ lb.

Dungeon Master's Guide