

D&D BEYOND

barbaro di 3

CHARACTER NAME

Barbarian 3
CLASS & LEVEL

Goliath
SPECIES

Soldier
BACKGROUND

Wamuu_Menedich
PLAYER NAME

(Milestone)

EXPERIENCE POINTS

STRENGTH

17

+3

DEXTERITY

13

+1

CONSTITUTION

15

+2

INTELLIGENCE

10

+0

WISDOM

12

+1

CHARISMA

8

-1

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

Saving Throw Modifiers

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

- ☒ +3 Acrobatics DEX
- ☐ +1 Animal Handling WIS
- ☐ +0 Arcana INT
- ☒ +5 Athletics STR
- ☐ -1 Deception CHA
- ☐ +0 History INT
- ☐ +1 Insight WIS
- ☒ +1 Intimidation CHA
- ☐ +0 Investigation INT
- ☐ +1 Medicine WIS
- ☐ +0 Nature INT
- ☒ +3 Perception WIS
- ☐ -1 Performance CHA
- ☐ -1 Persuasion CHA
- ☐ +0 Religion INT
- ☐ +1 Sleight of Hand DEX
- ☐ +1 Stealth DEX
- ☒ +3 Survival WIS
- ☐ _____
- ☐ _____
- ☐ _____

SKILLS

+1

INITIATIVE

ARMOR

13

CLASS

Resistances - Cold

DEFENSES

HEROIC 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 ===

Playing Card Set

=== LANGUAGES ===

Common, Giant

PROFICIENCIES & TRAINING

=== ACTIONS ===

Standard Actions

Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

=== 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.

=== REACTIONS ===

Stone's Endurance • 1 / Short Rest

As a reaction, reduce damage dealt to you by 1d12 +2 once per short rest.

ACTIONS

13

PASSIVE PERCEPTION

11

PASSIVE INSIGHT

10

PASSIVE INVESTIGATION

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Greataxe

+5

1d12+3 Slashing

Martial, Heavy, Two-Handed, Cleave

Greataxe

+5

1d12+3 Slashing

Martial, Heavy, Two-Handed, Cleave

Handaxe

+5

1d6+3 Slashing

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

Handaxe

+5

1d6+3 Slashing

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

Handaxe

+5

1d6+3 Slashing

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

Handaxe

+5

1d6+3 Slashing

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

WEAPON ATTACKS & CANTRIPS