

Drazhan "Haan"

CHARACTER NAME

Minotaur

RACE

Outlander

BACKGROUND

Neutral Good

ALIGNMENT

EXPERIENCE POINTS

Barbarian / Paladin

Ancestral Guardian

ARCHETYPES

+3

PROFICIENCY

PASSIVE
PERCEPTION

13

INSPIRATION

PASSIVE
INSIGHT

10

STRENGTH

+3

16

◆ +7 SAVING THROWS
○ +6 ATHLETICS

DEXTERITY

+1

12

◆ +2 SAVING THROWS
○ +1 ACROBATICS
○ +1 SLEIGHT OF HAND
○ +1 STEALTH

CONSTITUTION

+3

16

◆ +7 SAVING THROWS

INTELLIGENCE

-1

8

◆ 0 SAVING THROWS
○ -1 ARCANAS
○ -1 HISTORY
○ -1 INVESTIGATION
○ +2 NATURE
○ -1 RELIGION

WISDOM

0

10

◆ +1 SAVING THROWS
○ 0 ANIMAL HANDLING
○ 0 INSIGHT
○ 0 MEDICINE
○ +3 PERCEPTION
○ +3 SURVIVAL

CHARISMA

+1

13

◆ +2 SAVING THROWS
○ +1 DECEPTION
○ +1 INTIMIDATION
○ +1 PERFORMANCE
○ +4 PERSUASION

RACIAL TRAITS

PROFICIENCIES

LIGHT
ARMOUR
SIMPLE
WEAPONS
MEDIUM
ARMOUR
MARTIAL
WEAPONS
HEAVY
ARMOUR
SHIELDS

LANGUAGES

Common, Minotaur,
Goblin

TOOLS & OTHER PROFICIENCIES

Pan Flute

AC

17

1

INITIATIVE

+1

SPEED

30

53

Hit Point
Maximum

Temporary
Hit Points

HIT DICE

Used

Total

12

10

DEATH SAVES

SUCCESSSES

FAILURES

NAME

ATK BONUS

DAMAGE/TYPE

Handaxe x2

+6

1d6+3/5 S

Javelin

+6

1d6+3/5 P

Horns

+6

1d6+3/5 B

Hilt of Ancestry

+8

1d?+5/7 ?

SPELL
ATTACK BONUS

+4

SPELL
SAVE DC

12

SPELLS SLOTS

1st 2nd 3rd 4th 5th

○ ○ ○ ○ ○

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○ ○ ○ ○ ○

Lay on Hands

Used

Total

10

Divine Smite

2d8

Divine Smite

2d8

FAVOURITE SPELLS

NAME

RANGE

CASTING TIME

SAVE

○ ○ ○ ○ ○

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Rage

LEVEL
1

In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action.

You have advantage on Strength checks and Strength saving throws. When you make a melee weapon attack using Strength, you gain a +2 bonus to the damage roll. This bonus increases as you level. You have resistance to bludgeoning, piercing, and slashing damage.

Ancestral Protectors

LEVEL
3

Starting when you choose this path at 3rd level, spectral warriors appear when you enter your rage. While you're raging, the first creature you hit with an attack on your turn becomes the target of the warriors, which hinder its attacks. Until the start of your next turn, that target has disadvantage on any attack roll that isn't against you, and when the target hits a creature other than you with an attack, that creature has resistance to the damage dealt by the attack. The effect on the target ends early if your rage ends.

FIGHTING STYLE: INTERCEPTION

LEVEL
2

When a creature you can see hits a target, other than you, within 5 feet of you with an attack, you can use your reaction to reduce the damage the target takes by 1d10 + your proficiency bonus (to a minimum of 0 damage). You must be wielding a shield or a simple or martial weapon to use this reaction.

FEATURE

LEVEL

FEATURE

LEVEL

FEATURE

LEVEL

FEATURE

LEVEL

FEATURE

LEVEL

FEATURE

LEVEL

FEATURE

LEVEL