Drazhan "Haan"

CHARACTER NAME

Minotaur	Outlander
RACE	BACKGROUND
Neutral Good	
ALIGNMENT	EXPERIENCE POINTS

Barbarian / Paladin

3 2 Ancestral Guardian

ARCHETYPES

+3 PROFICIENCY

PASSIVE PERCEPTION 13

INSPIRATION

PASSIVE INSIGHT 10

STRENGTH	+3	16
DEXTERITY	+1	12
CONSTITUTION	+3	16
INTELLIGENCE	-1	8
WISDOM	0	10
CHARISMA	+1	13

STRENGTH
- +7 SAVING THROWS
- +6 ATHLETICS

DEXTERITY
- +2 SAVING THROWS
- +1 ACROBATICS
- +1 SLEIGHT OF HAND
- +1 STEALTH

CONSTITUTION
- +7 SAVING THROWS

INTELLIGENCE
- 0 SAVING THROWS
- -1 ARCANA
- -1 HISTORY
- -1 INVESTIGATION
- +2 NATURE
- -1 RELIGION

WISDOM
- +1 SAVING THROWS
- 0 ANIMAL HANDLING
- 0 INSIGHT
- 0 MEDICINE
- +3 PERCEPTION
- +3 SURVIVAL

CHARISMA
- +2 SAVING THROWS
- +1 DECEPTION
- +1 INTIMIDATION
- +1 PERFORMANCE
- +4 PERSUASION

AC 17 (1)

INITIATIVE +1

SPEED 30

Hit Point Maximum: 53

Temporary Hit Points

HIT DICE: Used / Total 5 (12 10)

DEATH SAVES: SUCCESSES / 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

Lay on Hands: Used / Total 10

Divine Smite 2d8

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FAVOURITE SPELLS

NAME	RANGE	CASTING TIME	SAVE

SPELLS PREPARED

Level		
1	Cure Wounds	
1	Ceremony	

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

FEATURE — LEVEL

RACIAL TRAITS

Horns, Gorging Rush, Hammering Horns, Imposing Presence

PROFICIENCIES

LIGHT ARMOUR · SIMPLE WEAPONS · MEDIUM ARMOUR · MARTIAL WEAPONS · HEAVY ARMOUR · SHIELDS

LANGUAGES

Common, Minotaur, Goblin

TOOLS & OTHER PROFICIENCIES

Pan Flute