



DUNGEONS & DRAGONS®

Quetzalcoatl of Huastepo

CHARACTER NAME

Barbarian 1

Lizardman w...

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Dragonborn

Chaotic Neutral

RACE

ALIGNMENT

EXPERIENCE POINTS

INSPIRATION

2

PROFICIENCY BONUS

STRENGTH

4

19

DEXTERITY

2

15

CONSTITUTION

2

14

INTELLIGENCE

0

10

WISDOM

2

14

CHARISMA

-1

- ☒ 6 Strength
- ☐ 2 Dexterity
- ☒ 4 Constitution
- ☐ 0 Intelligence
- ☐ 2 Wisdom
- ☐ -1 Charisma

SAVING THROWS

- ☐ 2 Acrobatics
- ☐ 2 Animal Handling
- ☐ 0 Arcana
- ☒ 6 Athletics
- ☐ -1 Deception
- ☐ 0 History
- ☐ 2 Insight
- ☒ 1 Intimidation
- ☐ 0 Investigation
- ☐ 2 Medicine
- ☐ 0 Nature
- ☐ 2 Perception
- ☐ -1 Performance
- ☐ -1 Persuasion
- ☐ 0 Religion
- ☐ 2 Sleight of Hand

10

ARMOR CLASS

2

INITIATIVE

30

SPEED

Hit Point Maximum 14

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1

HIT DICE

SUCCESSES

FAILURES

DEATH SAVED

Sacrifice oriented

Devourer of flesh

PERSONALITY TRAITS

Destroy demons and orcs

IDEALS

Gold relics, worship of the great saurus

BONDS

Human,elf, dwarf flesh consumer

FLAWS

Rage

Unarmored Defense

Damage Resistance

Breath Weapon

Tribal lizardman

FEATURES & TRAITS

NAME ATK DAMAGE/TYPE

Javelin

+6

1d6+4...

Battleaxe

+6

1d8+4...

Battleaxe

+6

1d10+...

Spear

+6

1d6+4...

Spear

+6

1d8+4...

ATTACKS & SPELLCASTING

CP

SP

EP

0

GP

PP

1 Battleaxe

1 Spear

1 Explorer's Pack

4 Javelin



- ☐ 2 Stealth...
- ☐ 2 Surviv...

SKILLS

1 Backpack

1 Bedroll

1 Mess Kit

EQUIPMENT


12 PASSIVE WISDOM (PERCEPTION)

LANGUAGE: Common,
Draconic

ARMOR: Light Armor,
Medium Armor, Shields

WEAPON: Javelin, Martial
weapons, Simple weapons

OTHER PROFICIENCIES & LANGUAGES



SPELLCASTING CLASS

NONE

SPELLCASTING ABILITY

0

SPELL SAVE DC

0

SPELL ATTACK BONUS

0

CANTRIPS

3

0

6

0

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

0

4

0

7

0

2

0

5

0

8

0

9

0

FEATURES & TRAITS

Rage

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

While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the Barbarian table.
- You have resistance to bludgeoning, piercing, and slashing damage.

If you are able to cast spells, you can't cast them or concentrate on them while raging. Your rage lasts for 1 minute. It 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 on your turn as a bonus action.

Once you have raged the number of times shown for your barbarian level in the Rages column of the Barbarian table, you must finish a long rest before you can rage again.

Unarmored Defense

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

Damage Resistance

You have resistance to fire damage.

Breath Weapon

You can use your action to exhale destructive energy. Your draconic ancestry means this exhalation is a 15 ft. cone dealing fire damage.

When you use your breath weapon, each creature in the area of the exhalation must make a Dexterity saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

After you use your breath weapon, you can't use it again until you complete a short or long rest.

Tribal lizardman

Warrior of the lizardman tribe of the ancient jungle, vanquisher of demons

SPELLS