

DUNGEONS & DRAGONS®

Luthor Tiskanque

CHARACTER NAME

Barbarian 3

CLASS & LEVEL

Yuan Ti

RACE

Rewarded

BACKGROUND

Chaotic Good

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

INSPIRATION

2

PROFICIENCY BONUS

STRENGTH

3

17

DEXTERITY

2

14

CONSTITUTION

3

17

INTELLIGENCE

-1

8

WISDOM

1

12

CHARISMA

-1

9

SAVING THROWS

● 5 Strength

○ 2 Dexterity

● 5 Constitution

○ -1 Intelligence

○ 1 Wisdom

○ -1 Charisma

SKILLS

○ 2 Acrobatics (Dex)

○ 1 Animal Handling (Wis)

○ -1 Arcana (Int)

● 5 Athletics (Str)

○ -1 Deception (Cha)

○ -1 History (Int)

● 3 Insight (Wis)

○ -1 Intimidation (Cha)

○ -1 Investigation (Int)

○ 1 Medicine (Wis)

○ -1 Nature (Int)

● 3 Perception (Wis)

○ -1 Performance (Cha)

● 1 Persuasion (Cha)

○ -1 Religion (Int)

○ 2 Sleight of Hand (Dex)

○ 2 Stealth (Dex)

● 3 Survival (Wis)

15

ARMOR CLASS

2.14

INITIATIVE

30

SPEED

Hit Point Maximum

45

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

3

HIT DICE

SUCCESSES

○ ○ ○ ○ ○

FAILURES

○ ○ ○ ○ ○

DEATH SAVES

NAME	ATK	DAMAGE/TYPE
Poison Spray	DC11	1d12 Poison
Greataxe (M)	+5	1d12+3 Slashing
Cleave (Greata...	+5	1d12 Slashing
Scimitar	+5	1d6+3 Slashing
Javelin (M)	+5	1d6+3 Piercing

ATTACKS & SPELLCASTING

CP

SP

EP

225

GP

PP

1 Greataxe (M)

1 Scimitar

1 Explorer's Pack

4 Javelin (M)

1 Backpack

1 Bedroll

1 Mess Kit

EQUIPMENT

Courage and boldness can carry the day when all else fails. Love conquors All Love takes work, so the best solutions are the ones that are thorough. Quick fixes leave cracks that will cause future hurt

PERSONALITY TRAITS

Tradition. The stories, legends, and songs of the past must never be forgotten.

IDEALS

A powerful person killed someone my wife while she was pregnant with my firstborn. I'll have my revenge. My old boyfriend went to persue his dream and then stopped replying to my letters.

BONDS

If you are a threat to love, you need to be removed from society or taken out. Three strikes and you are dead to me - I will actively try to kill you on sight.

FLAWS

13

PASSIVE WISDOM (PERCEPTION)

TOOL: ACROBATICS - PK, Dragonchess Set,

INTIMIDATION - PK, PERCEPTION - PK, PRIMAL KNOWLEDGE*, STEALTH - PK, SURVIVAL - PK

LANGUAGE: Draconic, Undercommon

ARMOR: Light Armor, Medium Armor, Shields

WEAPON: Martial weapons, Simple weapons

OTHER PROFICIENCIES & LANGUAGES

Rage

Unarmored Defense

Weapon Mastery

Danger Sense

Reckless Attack

Primal Knowledge

Ancestral Guardians

Darkvision

Magic Resistance

Poison Resilience

Serpentine Spellcasting


Feature: Fortune's Favor

Lucky (PHB 2024)

FEATURES & TRAITS

[illegible]

Total: 3 3 RAGE	Total: 2 2 LUCK POINTS
Total: _____	Total: _____
Total: _____	Total: _____



NONE

0

0

SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

Poison Spray

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

0

Yuan Ti Snake Friendship

2

0

3

0

4

0

5

0

6

0

7

0

8

0

9

0

FEATURES & TRAITS

Rage

You can imbue yourself with a primal power called Rage, a force that grants you extraordinary might and resilience. You can enter it as a Bonus Action if you aren't wearing Heavy Armor. You can enter your Rage the number of times shown for your Barbarian level in the Rages column of the Barbarian Features table. You regain one expended use when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest. While active, your Rage follows the rules below. Damage Resistance. You have Resistance to Bludgeoning, Piercing, and Slashing damage. Rage Damage. When you make an attack using Strength—with either a weapon or an Unarmed Strike—and deal damage to the target, you gain a bonus to the damage that increases as you gain levels as a Barbarian, as shown in the Rage Damage column of the Barbarian Features table. Strength Advantage. You have Advantage on Strength checks and Strength saving throws. No Concentration or Spells. You can't maintain Concentration, and you can't cast spells. Duration. The Rage lasts until the end of your next turn, and it ends early if you don Heavy Armor or have the Incapacitated condition. If your Rage is still active on your next turn, you can extend the Rage for another round by doing one or more of the following: Make an attack roll against an enemy. Force an enemy to make a saving throw. Take a Bonus Action to extend your Rage. Each time the Rage is extended, it lasts until the end of your next turn. You can maintain a Rage for up to 10 minutes.

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.

Weapon Mastery

Your training with weapons allows you to use the mastery properties of two kinds of Simple or Martial Melee weapons of your choice, such as Greataxes and Handaxes. Whenever you finish a Long Rest, you can practice weapon drills and change one of those weapon choices. When you reach certain Barbarian levels, you gain the ability to use the mastery properties of more kinds of weapons, as shown in the Weapon Mastery column of the Barbarian Features table.

Danger Sense

At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. 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.

Reckless Attack

Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. 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.

Primal Knowledge

You gain proficiency in another skill of your choice from the skill list available to Barbarians at level 1. In addition, while your Rage is active, you can channel primal power when you attempt certain tasks; whenever you make an ability check using one of the following skills, you can make it as a Strength check even if it normally uses a different ability: Acrobatics, Intimidation, Perception, Stealth, or Survival. When you use this ability, your Strength represents primal power coursing through you, honing your agility, bearing, and senses.

Ancestral Guardians

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.

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. You discern colors in that darkness only as shades of gray.

Magic Resistance

You have advantage on saving throws against spells.

Poison Resilience

You have advantage on saving throws you make to avoid or end the poisoned condition on yourself. You also have resistance to poison damage.

Serpentine Spellcasting

You know the Poison Spray cantrip. You can cast Animal Friendship an unlimited number of times with this trait, but you can target only snakes with it. Starting at 3rd level, you can also cast Suggestion with this trait. Once you cast it, you can't do so again until you finish a long rest. You can also cast it using any spell slots you have of 2nd level or higher. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

Feature: Fortune's Favor

Your unexpected good fortune is reflected by a minor boon. You gain the Lucky, Magic Initiate, or Skilled feat (your choice).

Lucky (PHB 2024)

You gain the following benefits. Luck Points. You have a number of Luck Points equal to your Proficiency Bonus and can spend the points on the benefits below. You regain your expended Luck Points when you finish a Long Rest. Advantage. When you roll a d20 for a D20 Test, you can spend 1 Luck Point to give yourself Advantage on the roll. Disadvantage. When a creature rolls a d20 for an attack roll against you, you can spend 1 Luck Point to impose Disadvantage on that roll.

SPELLS

Poison Spray

Conjuration cantrip

Casting Time: 1 action

Range: 10 feet

Target: A creature you can see within range

Components: V S

Duration: Instantaneous

Description:

You extend your hand toward a creature you can see within range and project a puff of noxious gas from your palm. The creature must succeed on a Constitution saving throw or take 1d12 poison damage.

Yuan Ti Snake Friendship

Enchantment 1

Casting Time: 1 action

Range: 30 feet

Target: Single

Components: V S M

Duration: 24 hours

Description:

This spell lets you convince a snake that you mean it no harm. Choose a snake that you can see within range. It must see and hear you. If the beast's Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you for the spell's duration. If you or one of your companions harms the target, the spell ends.