

Barbra

CHARACTER NAME

Barbarian (3)

CLASS & LEVEL

BACKGROUND

Kesley

PLAYER NAME

Human/Calishite

Lawful Neutral

970

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

+2

14

DEXTERITY

0

11

CONSTITUTION

+1

13

INTELLIGENCE

+1

13

WISDOM

+1

13

CHARISMA

+1

12

INSPIRATION

+2

PROFICIENCY BONUS

- ☒ +4 Strength
- ☐ 0 Dexterity
- ☒ +3 Constitution
- ☐ +1 Intelligence
- ☐ +1 Wisdom
- ☐ +1 Charisma

SAVING THROWS

- ☒ +2 Acrobatics (Dex)
- ☒ +3 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☒ +4 Athletics (Str)
- ☐ +1 Deception (Cha)
- ☐ +1 History (Int)
- ☐ +1 Insight (Wis)
- ☒ +3 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☐ +1 Perception (Wis)
- ☐ +1 Performance (Cha)
- ☐ +1 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☐ 0 Sleight of Hand (Dex)
- ☐ 0 Stealth (Dex)
- ☐ +1 Survival (Wis)

SKILLS

15

ARMOR CLASS

0

INITIATIVE

30

SPEED

Hit Point Maximum 28

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d12

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Javelin

+4

1d6 + 2 piercing

Greatsword

+4

2d6 + 2 slashing

Greataxe

+4

1d12 + 2 slashing

- Shortbow. +2, 1d6 piercing
- Handaxe. +4, 1d6 + 2 slashing

ATTACKS & SPELLCASTING

11

PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Carpenter's Tools; Smith's Tools

Weapon Proficiencies: Martial; Simple

Armor Proficiencies: Light; Medium; Shields

Language Proficiencies: Common; Elvish

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

1500

Pouch (1); Clothes, common (1); potion of healing (3); Flask or tankard (1); Flute (1); Shield (1); Book (1); Paper (10); Bedroll (1); Incense (5); Rations (1 day) (2); Amulet (1); Smith's Tools (1); Shovel (1); Lantern, bullseye (1); Tinderbox (1); Ladder (10-foot) (1); Hammer (1); Chain (1); Chalk (1); Breastplate (1); Fishing tackle (1); Backpack (1); Carpenter's Tools (1); Chain Shirt (1); Purse (1)

EQUIPMENT

FEATURES & TRAITS



Barbra

CHARACTER NAME

25

AGE

Brown

EYES

6'2"

HEIGHT

Brown

SKIN

249 lbs

WEIGHT

Black

HAIR



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Vestements (1); Explorer's Pack (1)

TREASURE

Divine Fury

you can channel divine fury when you start to rage. If you do so, you become cloaked in an aura of divine power until the rage ends. At the end of each of your turns for that duration, each creature within 5 feet of you takes damage equal to 1d6 + half your barbarian level. The damage is necrotic or radiant; you choose the type of damage when you gain this feature.

Warrior of the Gods

If a spell would have the sole effect of restoring you to life (but not undeath), the caster does not need material components to cast the spell on you

CHARACTER BACKSTORY

FEATURES & TRAITS

-----Bonus Actions-----

Rage. Advantage on Strength checks and saves; melee damage bonus +2; resistance to bludgeoning, piercing, and slashing damage (lasts 1 minute, use 3 times/rest).

-----Other Traits-----

Danger Sense. Advantage on DEX saves against effects you can see.

Reckless Attack. Advantage on attacks using Strength, attacks against you have advantage as well.