DUNGEONS & DRAGONS®

Brando	Berserker:3, College of Lore:5	Brando
CHARACTER NAME	CLASS & LEVEL	PLAYER NAME
	BACKGROUND	
Half Orc	chaotic good	
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH	15 (2)
DEXTERITY	15 (2)
CONSTITUTION	15 (2)
INTELLIGENCE	15 (2)
WISDOM	15 (2)
CHARISMA	15 (2)

INSPIRATION

3 PROFICIENCY BONUS

●	5	Strength
○	2	Dexterity
●	5	Constitution
○	2	Intelligence
○	2	Wisdom
○	2	Charisma

SAVING THROWS

○	2	Acrobatics (Dex)
○	2	Animal Handling (Wis)
○	2	Arcana (Int)
○	2	Athletics (Str)
○	2	Deception (Cha)
○	2	History (Int)
○	2	Insight (Wis)
●	5	Intimidation (Cha)
○	2	Investigation (Int)
○	2	Medicine (Wis)
●	5	Nature (Int)
○	2	Perception (Wis)
○	2	Performance (Cha)
○	2	Persuasion (Cha)
●	5	Religion (Int)
○	2	Sleight of Hand (Dex)
○	2	Stealth (Dex)
○	2	Survival (Wis)

SKILLS

12 ARMOR CLASS

2 INITIATIVE

30 SPEED

Hit Point Maximum 10

10 CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

Description:
null

12 PASSIVE WISDOM (PERCEPTION)

Languages:
1)Common
2)Orc

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP 0

PP

EQUIPMENT

FEATURES & TRAITS

TM & © 2014 Wizards of the Coast LLC. Permission is granted to photocopy this document for personal use.