

DUNGEONS & DRAGONS®

Herri

CHARACTER NAME

CLASS & LEVEL

Half-Orc

BACKGROUND

Outlander
Chaotic Good

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

+4

18

DEXTERITY

+5

20

CONSTITUTION

+5

20

INTELLIGENCE

+1

12

WISDOM

+2

14

CHARISMA

+2

14

INSPIRATION

+6

PROFICIENCY BONUS

☒ +10 Strength

☐ +5 Dexterity

☒ +11 Constitution

☐ +1 Intelligence

☐ +2 Wisdom

☐ +2 Charisma

SAVING THROWS

☒ +11 Acrobatics (Dex)

☒ +8 Animal Handling (Wis)

☐ +1 Arcana (Int)

☒ +10 Athletics (Str)

☐ +2 Deception (Cha)

☐ +1 History (Int)

☒ +8 Insight (Wis)

☒ +8 Intimidation (Cha)

☐ +1 Investigation (Int)

☐ +2 Medicine (Wis)

☒ +7 Nature (Int)

☒ +8 Perception (Wis) Adv

☐ +2 Performance (Cha)

☐ +2 Persuasion (Cha)

☐ +1 Religion (Int)

☐ +8 Sleight of Hand (Dex)

☐ +8 Stealth (Dex)

☒ +8 Survival (Wis)

SKILLS

21(23)

ARMOR CLASS

+5

INITIATIVE

30

SPEED

Hit Point Maximum 295

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 17d10 3d12

17d10 3d12

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Greataxe

+11

1d12+5 fire

Handaxe

+10

1d6+5 S

Handaxe - Light, thrown (20/60)
Greataxe - Heavy, 2-handed, +1

Indomitable (3)
Action Surge (1)
Second Wind (1)

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

Common
Orc
Goblin
Champion
Zealot

OTHER PROFICIENCIES & LANGUAGES

Robe of Eyes (see inv 120)
+1 Greataxe
Handaxe x2
Explorer's Pack
Sentinel Shield
Pole of Angling

EQUIPMENT

Age 16 Medium
7'2 230 lbs

Darkvision (120ft)
Menacing (Intimidation)
Relentless Endurance (x1 hp)
Savage Attacks (crit/dmg)
Great Weapon Fighting (1/2 reroll)
Second Wind (x1 BA hit + 17 HP)
Action Surge (x2 extra action)
Improved Critical (18-20)
Extra Attack (x2)
Remarkable Athlete
Indomitable (x2 reroll fail save)
Rage (x2 +2 dmg, adv str, resist SP, B)
Unarmored Defense
Great Weapon Master (crit/kill
= BA attack, -5 roll + 10 dmg)
Danger Sense (adv dex saves)
Reckless Attack (adv me + them)
Divine Fury (1d6 +1 once per turn)
Mariner (swim spd, +1 AC)

I worship Cyric

1 random magic weapon

FEATURES & TRAITS