



# DUNGEONS AND DRAGONS

jsonTest

Barbarian 16

Class

Human

Race

Entertainer (Gladiator)

Background

chaotic

Alignment

Player Name

Experience Points

STRENGTH

+4

19

INSPIRATION

+5

PROFICIENCY BONUS

15  
ARMOR CLASS

+1  
INITIATIVE

40  
SPEED

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consectetur adipiscing  
elit, sed do eiusmod tempor  
**PERSONALITY TRAITS**

DEXTERITY

+1

12

- +9 Strength Save
- +1 Dexterity Save
- +9 Constitution Save
- +0 Intelligence Save
- +0 Wisdom Save
- +1 Charisma Save

Hit Point Maximum: 181

CURRENT HIT POINTS

Character portrait from

IDEALS

CONSTITUTION

+4

18

SAVING THROWS

TOTAL HIT POINTS

"Girl's Uniform for Talk  
Like a Pirate Day"  
BONDS

INTELLIGENCE

+0

10

- +6 Acrobatics
- +0 Animal Handling
- +0 Arcana
- +9 Athletics
- +1 Deception
- +0 History
- +0 Insight
- +6 Intimidation
- +0 Investigation
- +0 Medicine
- +5 Nature
- +5 Perception
- +6 Performance
- +1 Persuasion
- +0 Religion
- +1 Sleight of Hand
- +1 Stealth
- +5 Survival

Total: 16d12

HIT DICE

SUCCESES O-O-O

FAILURES O-O-O

DEATH SAVES

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FLAWS

WISDOM

+0

10

CHARISMA

+1

12

SKILLS

| NAME           | ATK BONUS | DAMAGE/TYPE  |
|----------------|-----------|--------------|
| Battleaxe      | +9        | 1d8+4[sla.]  |
| Battleaxe(2H)  | +9        | 1d10+4[sla.] |
| Javelin        | +9        | 1d6+4[pir.]  |
| Javelin (Thro) | +9        | 1d6+4[pir.]  |

15

PASSIVE PERCEPTION

**Armor:** Light Armor, Medium Armor, Shields

**Weapons:** Simple Melee Weapons, Simple Ranged Weapons, Martial Melee Weapons, Martial Ranged Weapons

**Languages:** Common, Elvish

**Tools:** Flute, Disguise Kit

**OTHER PROFICIENCIES & LANGUAGES**

- ACTIONS
- (a) Consult the Spirits(\_/1)  
(fr.) Extra Attack
  - (fr.) Great Weapon Master  
(bns) Rage(\_/5)
  - (fr.) Reckless Attack
- 
- FEATURES
- acid resistance
  - Ancestral Protectors
  - Brutal Critical
  - By Popular Demand
  - Danger Sense
  - Fast Movement
  - Feral Instinct
  - Instinctive Pounce
  - Persistent Rage
  - Primal Path
  - Relentless Rage
  - Spirit Shield
  - Unarmored Defense
  - Vengeful Ancestors

| <b>EQUIPMENT</b>                   |   |
|------------------------------------|---|
| CP                                 | 0 |
| SP                                 | 0 |
| EP                                 | 0 |
| GP                                 | 5 |
| PP                                 | 0 |
| <b>OTHER FEATURES &amp; TRAITS</b> |   |

- 1 A Favor from an Admirer  
 1 An Unusual but Cheap Weapon of your Choice  
 1 Backpack  
 1 Battleaxe  
 1 Bedroll  
 1 Clothes, Common  
 1 Hempen Rope (50 Feet)  
 1 Javelin  
 1 Mess Kit  
 10 Days of Rations  
 1 Tinderbox  
 10 Torches  
 1 Waterskin



CHARACTER PORTRAIT

### Background **Entertainer (Gladiator)**

A gladiator is as much an entertainer as any minstrel or circus performer, trained to make the arts of combat into a spectacle the crowd can enjoy. This kind of flashy combat is your entertainer routine, though you might also have some skills as a tumbler or actor.

Using your By Popular Demand feature, you can find a place to perform in any place that features combat for entertainment—perhaps a gladiatorial arena or secret pit fighting club. You can replace the musical instrument in your equipment package with an inexpensive but unusual weapon, such as a trident or net.

## SPELLS

| 1ST LEVEL           | 2ND LEVEL          | 3RD LEVEL        | 4TH LEVEL      | 5TH LEVEL | 6TH LEVEL | 7TH LEVEL | 8TH LEVEL | 9TH LEVEL |
|---------------------|--------------------|------------------|----------------|-----------|-----------|-----------|-----------|-----------|
| Consult the Spirits | +0<br>ATTACK BONUS | DC 13<br>SAVE DC | /0<br>PREPARED |           |           |           |           |           |

P NAME

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| SCHOOL | CAST TIME | RANGE | VSCR | DUR |
|--------|-----------|-------|------|-----|
|--------|-----------|-------|------|-----|

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CANTRIPS

## **1ST LEVEL SPELLS**

## **2ND LEVEL SPELLS**



## 3RD LEVEL SPELLS