



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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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

CONSTITUTION
+4
18

SAVING THROWS

TOTAL HIT POINTS

Character portrait from
IDEALS

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

- +1 Persuasion
- +0 Religion
- +1 Sleight of Hand
- +1 Stealth
- +5 Survival

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.]

ACTIONS

- (a) Consult the Spirits(_/1)
(bns) End Rage
(fr.) Extra Attack
(fr.) Great Weapon Master
(bns) Rage(_/5)
(fr.) Reckless Attack

FEATURES

- acid resistance
- bludgeoning resistance
- piercing resistance
- slashing 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

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

EQUIPMENT	
CP	0
SP	0
EP	0
GP	5
PP	0
OTHER FEATURES & TRAITS	

- 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 ATTACK BONUS	DC 13 SAVE DC			/0 PREPARED

P NAME

SCHOOL

CAST TIME

RANGE

VSCR

DUR

MATERIAL

CANTRIPS**1ST LEVEL SPELLS****2ND LEVEL SPELLS**

O Augury divi. 1 min Self vsr specially marked sticks, bones

3RD LEVEL SPELLS

O Clairvoyance divi. 10 mins 1 mi vsc 10 mins a focus worth at least 100 gp,