

DUNGEONS AND DRAGONS

jsonTest

Barbarian 1

Class

Human (Variant)

Race

Athlete

Background

chaotic

Alignment

Player Name

Experience Points

<div>STRENGTH</div> <div>+3</div> <div>17</div>	<div>INSPIRATION</div>
<div>DEXTERITY</div> <div>+1</div> <div>12</div>	<div>+2</div> <div>PROFICIENCY BONUS</div>
<div>CONSTITUTION</div> <div>+2</div> <div>14</div>	<div><div><div><input checked="" type="radio"/> +5 Strength Save</div><div><input type="radio"/> +1 Dexterity Save</div><div><input checked="" type="radio"/> +4 Constitution Save</div><div><input type="radio"/> +0 Intelligence Save</div><div><input type="radio"/> +0 Wisdom Save</div><div><input type="radio"/> +1 Charisma Save</div></div><div>SAVING THROWS</div></div>
<div>INTELLIGENCE</div> <div>+0</div> <div>10</div>	<div><div><div><input checked="" type="radio"/> +3 Acrobatics</div><div><input type="radio"/> +0 Animal Handling</div><div><input type="radio"/> +0 Arcana</div><div><input checked="" type="radio"/> +5 Athletics</div><div><input type="radio"/> +1 Deception</div><div><input type="radio"/> +0 History</div><div><input type="radio"/> +0 Insight</div><div><input checked="" type="radio"/> +3 Intimidation</div><div><input type="radio"/> +0 Investigation</div><div><input type="radio"/> +0 Medicine</div><div><input checked="" type="radio"/> +2 Nature</div><div><input checked="" type="radio"/> +2 Perception</div><div><input type="radio"/> +1 Performance</div><div><input type="radio"/> +1 Persuasion</div><div><input type="radio"/> +0 Religion</div><div><input type="radio"/> +1 Sleight of Hand</div><div><input type="radio"/> +1 Stealth</div><div><input type="radio"/> +0 Survival</div></div><div>SKILLS</div></div>
<div>WISDOM</div> <div>+0</div> <div>10</div>	
<div>CHARISMA</div> <div>+1</div> <div>12</div>	
<div>12</div>	<div>PASSIVE PERCEPTION</div>

Simple Ranged Weapons, Shields, Light Armor,
Simple Melee Weapons, Martial Melee Weapons,
Martial Ranged Weapons, Medium Armor, Air
Vehicles, Common, Dwarvish, Elvish

OTHER PROFICIENCIES & LANGUAGES