



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

TEMPORARY HIT POINTS

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

- +0 Investigation
- +0 Medicine
- +5 Nature
- +5 Perception
- +6 Performance
- +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.]

CHARISMA
+1
12

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

15 | PASSIVE PERCEPTION

Armor: Shields, Medium Armor, Light Armor

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

Languages: Common, Elvish

Tools: Disguise Kit, Flute

OTHER PROFICIENCIES & LANGUAGES

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**
- (fr.) Ancestral Protectors
 - Ancestral Protectors
 - Brutal Critical
 - By Popular Demand
 - Consult the Spirits
 - Consult the Spirits(_/1)
 - (bns) End Rage
 - (fr.) Extra Attack
 - (fr.) Great Weapon Master
 - (bns) Rage(_/5)
 - (fr.) Reckless Attack
 - (fr.) Relentless Rage
 - (rxn) Spirit Shield

FEATURES

- Danger Sense
- Extra Attack
- Fast Movement
- Feral Instinct
- Great Weapon Master
- Instinctive Pounce
- Persistent Rage
- Primal Path
- Rage
- Reckless Attack
- Relentless Rage
- Spirit Shield

EQUIPMENT	
CP	0
SP	0
EP	0
GP	5
PP	0

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 PORTAIT

OTHER FEATURES & TRAITS	
Unarmored Defense	
Vengeful Ancestors	