



DUNGEONS AND DRAGONS

jsonTest

Barbarian 1

Entertainer

(Gladiator)

Class

Background

Player Name

Human

chaotic

Race

Alignment

Experience Points

STRENGTH

+3

17

INSPIRATION

13

ARMOR
CLASS

+1

INITIATIVE

30

SPEED

PERSONALITY TRAITS

DEXTERITY

+1

12

- ☒ +5 Strength Save
- ☐ +1 Dexterity Save
- ☒ +4 Constitution Save
- ☐ +0 Intelligence Save
- ☐ +0 Wisdom Save
- ☐ +1 Charisma Save

SAVING THROWS

Hit Point Maximum: 14

CURRENT HIT POINTS

IDEALS

CONSTITUTION

+2

14

- ☒ +3 Acrobatics
- ☐ +0 Animal Handling
- ☐ +0 Arcana
- ☐ +3 Athletics
- ☐ +1 Deception
- ☐ +0 History
- ☐ +0 Insight
- ☒ +3 Intimidation
- ☐ +0 Investigation
- ☐ +0 Medicine
- ☒ +2 Nature
- ☒ +2 Perception
- ☒ +3 Performance
- ☐ +1 Persuasion
- ☐ +0 Religion
- ☐ +1 Sleight of Hand
- ☐ +1 Stealth
- ☐ +0 Survival

SKILLS

TEMPORARY HIT POINTS

BONDS

INTELLIGENCE

+0

10

Total: 1d12

HIT DICE

SUCCESSSES O-O-O

FAILURES O-O-O

DEATH SAVES

WISDOM

+0

10

CHARISMA

+1

12

NAME	ATK BONUS	DAMAGE/TYPE
Battleaxe	+5	1d8+3[sla.]
Battleaxe(2H)	+5	1d10+3[sla.]
Javelin	+5	1d6+3[pir.]
Javelin (Thro	+5	1d6+3[pir.]

12

PASSIVE PERCEPTION

Armor: Shields, Light Armor, Medium Armor

Weapons: Simple Ranged Weapons, Simple Melee

Weapons, Martial Melee Weapons, Martial Ranged

Weapons

Languages: Common, Elvish

Tools: Disguise Kit, Flute

OTHER PROFICIENCIES & LANGUAGES