



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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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

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

FEATURES
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

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

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.