DUNGEONS AND DRAGONS

jsonTest

Barbarian 1	Entertainer (Gladiator)	
Class	Background	Player Name
Human	chaotic	
Race	Alignment	Experience Points

	INSPIRATION
+2	PROFICIENCY BONUS

13	ARMOR CLASS
+1	INITIATIVE
30	SPEED

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PERSONALITY TRAITS

STRENGTH	+3
17	
DEXTERITY	+1
12	
CONSTITUTION	+2
14	
INTELLIGENCE	+0
10	
WISDOM	+0
10	
CHARISMA	+1
12	

- (●) +5 Strength Save
- ( ) +1 Dexterity Save
- (●) +4 Constitution Save
- ( ) +0 Intelligence Save
- ( ) +0 Wisdom Save
- ( ) +1 Charisma Save

SAVING THROWS

- (●) +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

12	PASSIVE PERCEPTION

Hit Point Maximum: 14

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total: 1d12

HIT DICE

SUCCESSES O-O-O

FAILURES O-O-O

DEATH SAVES

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.]

IDEALS

BONDS

FLAWS

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