

Ling Kind

CHARACTER NAME

Level 3 Feral Tiefling Barbarian, Path of the Zealot
CHARACTER LEVEL, RACE, & CLASS

900
EXPERIENCE

Acolyte
BACKGROUND

Chaotic Evil
ALIGNMENT DEITY

Jose
PLAYER NAME

STRENGTH

16

+3

DEXTERITY

14

+2

CONSTITUTION

14

+2

INTELLIGENCE

10

+0

WISDOM

10

+0

CHARISMA

10

+0

PROFICIENCY BONUS

+2

- ☒ +5 Strength
- ☐ +2 Dexterity
- ☒ +4 Constitution
- ☐ +0 Intelligence
- ☐ +0 Wisdom
- ☐ +0 Charisma

CONDITIONAL

SAVING THROWS

- ☒ +2 Acrobatics (Dex)
- ☐ +0 Animal Handling (Wis)
- ☐ +0 Arcana (Int)
- ☒ +5 Athletics (Str)
- ☐ +0 Deception (Cha)
- ☐ +0 History (Int)
- ☒ +2 Insight (Wis)
- ☐ +0 Intimidation (Cha)
- ☐ +0 Investigation (Int)
- ☐ +0 Medicine (Wis)
- ☐ +0 Nature (Int)
- ☐ +0 Perception (Wis)
- ☐ +0 Performance (Cha)
- ☐ +0 Persuasion (Cha)
- ☒ +2 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☒ +2 Survival (Wis)

SKILLS

10 PASSIVE PERCEPTION

ARMOR

Unarmored Defense (Barbarian) (14)

SHIELD

14

AC

ARMOR CLASS

MAXIMUM

39

HIT DICE

3d12

TEMPORARY

CURRENT HIT POINTS

DEATH SAVING THROWS

SPEED

30ft.

FLY

0ft.

CLIMB

0ft.

SWIM

0ft.

VISION

Darkvision

INSPIRATION

EXHAUSTION

Resistances. Fire

SPEED, SENSES, & CONDITIONS

Hellish Resistance. You have resistance to fire damage.

Hellfire. You know the thaumaturgy cantrip. Once you reach 3rd level, you can cast the burning hands spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells.

RACIAL TRAITS

INITIATIVE

+2

1 Attack / Attack Action

NAME	RANGE	ATTACK	DAMAGE / TYPE
Greataxe Heavy, Two-Handed	5 ft	+5 vs AC	1d12+3 slashing
Handaxe Light, Thrown	20/60	+5 vs AC	1d6+3 slashing
Handaxe Light, Thrown	20/60	+5 vs AC	1d6+3 slashing
Javelin Thrown	30/120	+5 vs AC	1d6+3 piercing

ATTACKS & SPELLCASTING

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

Rage (Bonus Action—3/Long Rest). Advantage on Strength checks and Strength Saves. A +2 to damage rolls with strength melee weapon attacks. You have resistance to bludgeoning, piercing, and slashing damage.

Unarmored Defense. While you aren't wearing armor, your AC equals 14. You can use a shield and still gain this benefit.

Reckless Attack. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Danger Sense. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Divine Fury. While raging, the first creature you hit on a turn with a weapon attack takes an extra 1d6+1 necrotic or radiant damage(choose when taking this feature.)

Warrior of the Gods. When a spell with the sole effect of restoring you to life(not undeath) is cast on you, the caster doesn't need material components.

FEATURES & TRAITS

Armor Proficiencies. Light Armor, Medium Armor, Shields

Weapon Proficiencies. Simple Weapons, Martial Weapons

Tool Proficiencies. —

Languages. Common, Infernal, Abyssal, Draconic

PROFICIENCIES & LANGUAGES



Ling Kind

CHARACTER NAME

Male	100	150cm	60kg
GENDER	AGE	HEIGHT	WEIGHT
Black	Red Scales	Bald	
EYES	SKIN	HAIR	

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

I idolize a particular hero of my faith, and constantly refer to that person's deeds and example.

PERSONALITY TRAITS

IDEAL

BOND

FLAW

Shelter of the Faithful

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle. You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

BACKGROUND FEATURE

TRINKET

Ling Kind, hyljeiksettä äpäralapsi joka syntyi ilman Asmodeuksen verta lähti jo nuorena poikana etsimään tarkoitusta elämälleen. Ling tunsu että hänen elämällä on vielä suurempi tarkoitusta ja jumalilla olisi jokin suunnitelma hänelle. Lingin rukouksiin vastattiin kun hän törmäsi Kossuthin palvojaan, Yaegi Bushiin. Hänen kertomukset tulen jumalasta jonka ikuiset tulet lämmittävät sielua saivat Lingin ymmärtämään että tämä oli se suuri tarkoitusta joka hänelle on luvattu. Hänen tuli palaa uhrina liekeissä jotta hänen merkityksetön elämänsä saisi merkityksen kuolemassa.

Ongelmaksi tuli se että rodustaan johtuen hän syttyi ja paloi erittäin huonosti joten Ling ja Yaegi ovat yrittäneet etsiä sopivia keinoja jolla saataisiin Lingistä tehtyä nopeasti palava ja kaunis polttouhri Kossuthille. Mikään pitkään kytevä hiilikasa ei kelpaa, Lingistä tulee vielä historian mahtavin polttouhri mitä tämä maailma on koskaan nähnyt.

Useat polttoyritykset ovat tuhonneet Lingin ihon ja se on jatkuvasti vaaleanpunaisten rakkuloiden peitossa. Toistuva savu on vahingoittanut hänen keuhkoja ja silmiä niin että ne satunnaisesti vuotavat verta etenkin hänen raivostuessaan.

BACKGROUND STORY

ADDITIONAL FEATURES

[illegible]

QUEST ITEMS & TRINKETS

Thaumaturgy

Transmutation Cantrip

CASTING TIME	1 action
RANGE	30 feet
DURATION	Up to 1 minute
COMPONENTS	V

You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range:

- Your voice booms up to three times as loud as normal for 1 minute.
- You cause flames to flicker, brighten, dim, or change color for 1 minute.
- You cause harmless tremors in the ground for 1 minute.
- You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers.
- You instantaneously cause an unlocked door or window to fly open or slam shut.
- You alter the appearance of your eyes for 1 minute. If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.

Burning Hands

1st-level evocation

CASTING TIME	1 action
RANGE	Self (15-foot cone)
DURATION	Instantaneous
COMPONENTS	V, S

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.