

Laelul

CHARACTER NAME

Barbarian 4

CLASS & LEVEL

Outlander Lilian

BACKGROUND

PLAYER NAME

Yuan-ti

RACE

True Neutral 300

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

+4

18

DEXTERITY

+2

14

CONSTITUTION

+3

16

INTELLIGENCE

-1

8

WISDOM

+1

12

CHARISMA

-1

8

INSPIRATION

+2

PROFICIENCY BONUS

- +6 Strength
- +2 Dexterity ** Danger Sense*
- +5 Constitution
- -1 Intelligence
- +1 Wisdom
- -1 Charisma

SAVING THROWS

- +2 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- -1 Arcana (Int)
- +6 Athletics (Str)
- -1 Deception (Cha)
- -1 History (Int)
- +1 Insight (Wis)
- +1 Intimidation (Cha)
- -1 Investigation (Int)
- +1 Medicine (Wis)
- -1 Nature (Int)
- +3 Perception (Wis)
- -1 Performance (Cha)
- -1 Persuasion (Cha)
- -1 Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +3 Survival (Wis)

SKILLS

10+DEX+CON if Unarmored

17

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum

45

36

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

4

d12

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Battleaxe

+6

1d8+ slash

Javelin

+6

1d6+ pierce

Javelin (30/120 FE)

Reckless Attack 1st attk on turn, choose to gain adv. on melee wp. attks (STR) this turn, but attks vs. you have adv. until your next turn.

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

Armor: Light, medium, shields
Weapons: Simple, martial
Tools: Flute
Languages: Common, Orcish, Dwarvish

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

Staff Traveler's clothes
Hunting trap
Direwolf tooth
Shield
Battleaxe
4 javelins

19

EQUIPMENT

I place no stock in wealthy or well-mannered folk. Money + manners won't save you from a hungry owlbear.

PERSONALITY TRAITS

The natural world is sacred and needs to be protected at all costs.

IDEALS

I will take revenge on those who destroyed my home.

BONDS

I have no compassion or pity to spare. Nature's law is the strong thrive, the weak perish.

FLAWS

Darkvision 60 ft.
Resistance adv. ST vs. spells, avoiding/ending poison, res. to poison damage

Wanderer can always recall gen. layout of terrain, settlements, etc. around you. Can find food, fresh water for you + 5 other people each day from the land, assuming such exists.

Danger Sense adv. on DEX ST vs effects you can see, if not blinded, deafened, or incapacitated

RAGE bonus action, lasts for 1 min or until you are knocked unconscious or end of turn if you didn't attack hostile creature or take dmg since last turn. or end using bonus action.

3 per long rest
• adv. on STR checks, ST.
• +2 dmg for melee STR wp. att
• resistant to bludgeoning, slashing, piercing dmg
• can't cast spells or concentrate on them

TOTEM SPIRIT Bear While raging, res. to all dmg except psychic.

FEATURES & TRAITS



Laenl

CHARACTER NAME

AGE

5'0"

HEIGHT

122lb

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

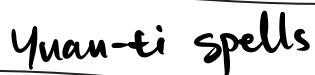
SYMBOL

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

Tiny angry snek
who likes bears ;)



WIS

11

+3

SPELL ATTACK BONUS

0

CANTRIPS

Poison Spray

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

SPELL NAME

- Animal Friendship
- (unlimited, snakes
- only)

- Speak with Animals (ritual only)

2

- Suggestion (I/LR)

- Beast Sense
- (ritual only)

3

6

7

4

8

5

9

SPELLS KNOWN

4 ways in or out (watchtowers)

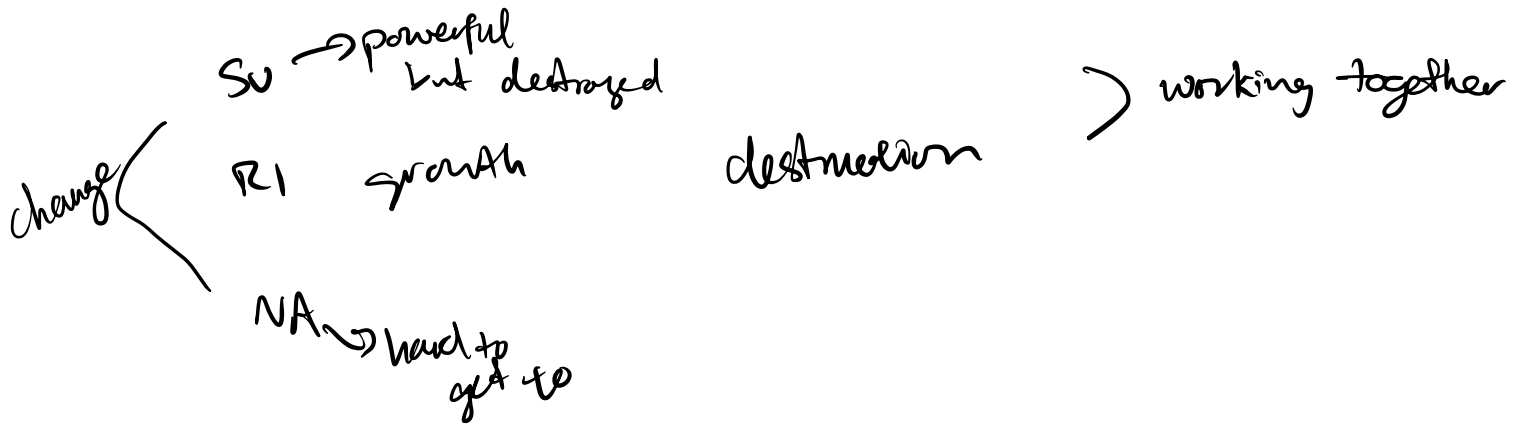
10 sq 1 gp

water 1 gp

— not in north
cuz of monsters

3 castles

NA



SE Altar ^{dedicated} Su'NA → Sho'RI undying flower

Tavern W of Jal'shedpur will pay for "monster" corpses

Sho'bu Forest Altar Sho'RI → Su'NA undying lantern

