

Barbarian (4)

CLASS & LEVEL

BACKGROUND

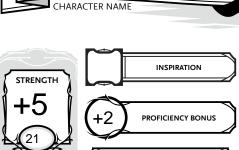
ALIGNMENT

Kesley PLAYER NAME

Human/Calishite

Lawful Neutral

2790 **EXPERIENCE POINTS**



DEXTERITY

12

CONSTITUTION

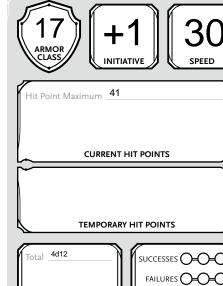
WISDOM

13

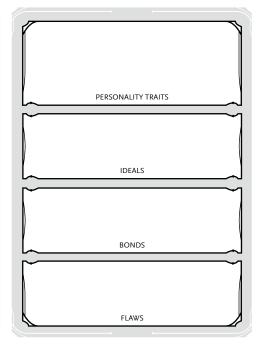
CHARISMA

+7 Strength O +1 Dexterity • +4 Constitution +1 Intelligence O +1 Wisdom O +1 Charisma

SAVING THROWS



HIT DICE





O +1 Deception (Cha) O +1 History (Int)

O +1 Insight (Wis)

• +3 Intimidation (Cha)

O +1 Investigation (Int)

O +1 Medicine (Wis)

O +1 Nature (Int) O +1 Perception (Wis)

O +1 Performance (Cha)

O +1 Persuasion (Cha)

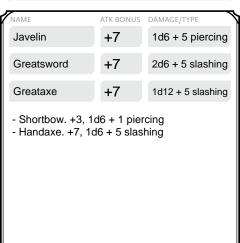
O +1 Religion (Int)

O <u>+1</u> Sleight of Hand (Dex)

O +1 Stealth (Dex)

O +1 Survival (Wis)

SKILLS



DEATH SAVES

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Carpenter's Tools; Smith's

Weapon Proficiencies: Martial; Simple

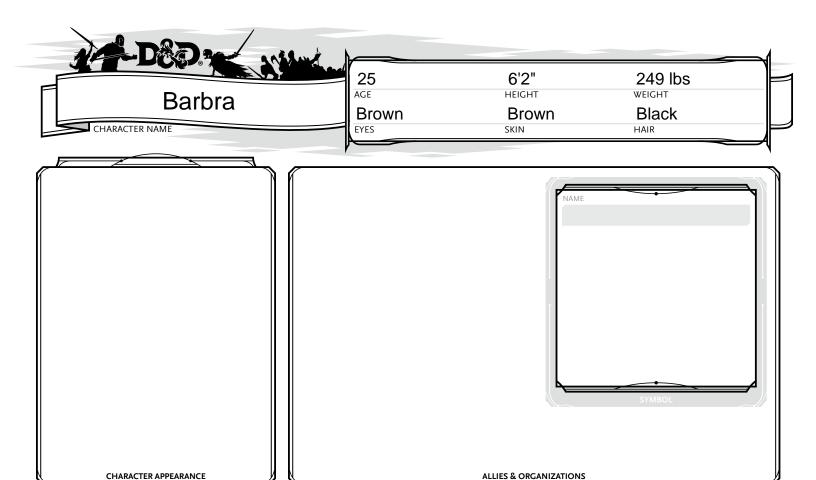
Armor Proficiencies: Light; Medium; Shields

Language Proficiencies: Common; Elvish

1500

Pouch (1); Clothes, common (1); potion of healing (2); Flask or tankard (1); Flute (1); Holy water (1); Shield (1); Book (1); Paper (10); Bedroll (1); Incense (5); Rations (1 day) (2); belt of hill giant strength (1); Amulet (1); Smith's Tools (1); Shovel (1); Lantern, bullseye (1); Tinderbox (1); Ladder (10-foot) (1); Hammer (1); Chain (1); Chalk (1); Breastplate (1); Fishing tackle (1); Backpack (1); Carpenter's Tools (1); Chain Shirt (1); Clothes, costume (1); Bucket (1); Purse (1)

FEATURES & TRAITS



Vestements (1); Explorer's Pack (1)

Divine Fury

Starting when you choose this path at 3rd level, you can channel divine fury into your weapon strikes. While you're raging, the first creature you hit on each of your turns with a weapon attack takes extra damage equal to 1d6 + half your Barbarian level. The extra damage is necrotic or radiant; you choose the type of damage when you gain this feature.

Warrior of the Gods

At 3rd level, your soul is marked for endless battle. If a spell, such as Raise Dead, has the sole effect of restoring you to life (but not undeath), the caster doesn't need material components to cast the spell on you.

TREASURE

FEATURES & TRAITS
Bonus Actions Rage. Advantage on Strength checks and saves; melee damage bonus +2; resistance to bludgeoning, piercing, and slashing damage (lasts 1 minute, use 3 times/rest).
Other Traits Danger Sense. Advantage on DEX saves against effects you can see.
Reckless Attack. Advantage on attacks using Strength, attacks against you have advantage as well.