

Barbra

CHARACTER NAME

Barbarian (4)

CLASS & LEVEL

Human/Calishite

RACE

BACKGROUND

Lawful Neutral

ALIGNMENT

Kesley

PLAYER NAME

2790

EXPERIENCE POINTS

STRENGTH

+5

21

DEXTERITY

+1

12

CONSTITUTION

+2

14

INTELLIGENCE

+1

13

WISDOM

+1

13

CHARISMA

+1

12

INSPIRATION

+2

PROFICIENCY BONUS

- ☒ +7 Strength
- ☐ +1 Dexterity
- ☒ +4 Constitution
- ☐ +1 Intelligence
- ☐ +1 Wisdom
- ☐ +1 Charisma

SAVING THROWS

- ☒ +3 Acrobatics (Dex)
- ☒ +3 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☒ +7 Athletics (Str)
- ☐ +1 Deception (Cha)
- ☐ +1 History (Int)
- ☐ +1 Insight (Wis)
- ☒ +3 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☐ +1 Perception (Wis)
- ☐ +1 Performance (Cha)
- ☐ +1 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☐ +1 Sleight of Hand (Dex)
- ☐ +1 Stealth (Dex)
- ☐ +1 Survival (Wis)

SKILLS

17

ARMOR CLASS

+1

INITIATIVE

30

SPEED

Hit Point Maximum 41

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 4d12

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Javelin

+7

1d6 + 5 piercing

Greatsword

+7

2d6 + 5 slashing

Greataxe

+7

1d12 + 5 slashing

- Shortbow. +3, 1d6 + 1 piercing

- Handaxe. +7, 1d6 + 5 slashing

ATTACKS & SPELLCASTING

11

PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Carpenter's Tools; Smith's Tools

Weapon Proficiencies: Martial; Simple

Armor Proficiencies: Light; Medium; Shields

Language Proficiencies: Common; Elvish

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

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)

EQUIPMENT

FEATURES & TRAITS



Barbra

CHARACTER NAME

25

AGE

Brown

EYES

6'2"

HEIGHT

Brown

SKIN

249 lbs

WEIGHT

Black

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

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

TREASURE

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.

CHARACTER BACKSTORY

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.