

Barbarian (3)

CLASS & LEVEL

BACKGROUND

ALIGNMENT

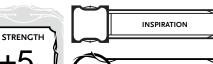
Kesley PLAYER NAME

Human/Calishite

Lawful Neutral

1790 **EXPERIENCE POINTS**





PROFICIENCY BONUS

+7 Strength

DEXTERITY

11

CONSTITUTION

13

INTELLIGENCE

WISDOM

13

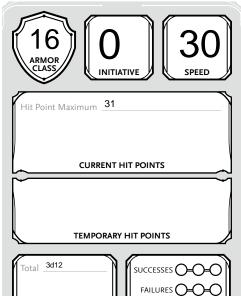
CHARISMA

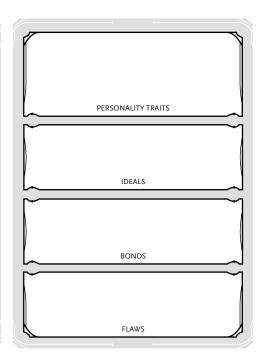
- O 0 Dexterity • +3 Constitution
- +1 Intelligence
- O +1 Wisdom
- O +1 Charisma

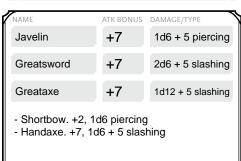
SAVING THROWS

- +2 Acrobatics (Dex)
- **●** <u>+3</u> Animal Handling (Wis)
- O +1 Arcana (Int)
- +7 Athletics (Str)
- 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 0 Sleight of Hand (Dex)
- O 0 Stealth (Dex)
- O <u>+1</u> Survival (Wis)

SKILLS







HIT DICE

DEATH SAVES

ATTACKS & SPELLCASTING



PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Carpenter's Tools; Smith's

Weapon Proficiencies: Martial; Simple

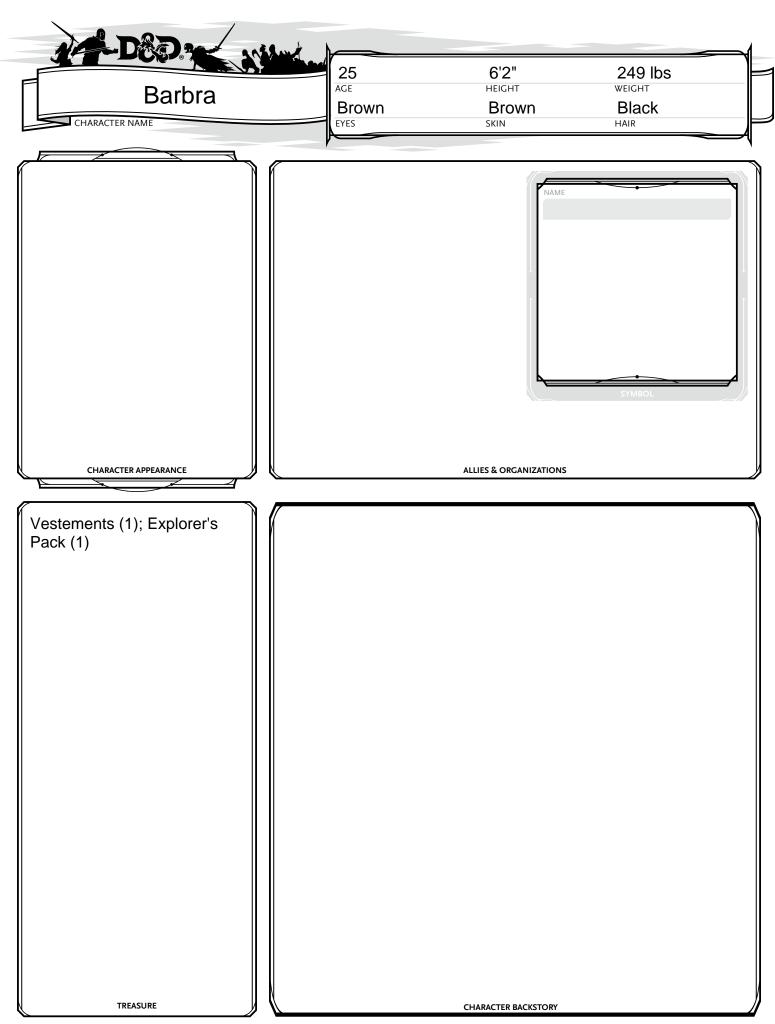
1500

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

Language Proficiencies: Common; Elvish

OTHER PROFICIENCIES & LANGUAGES



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.