

CHARACTER NAME

2 Barbarian
LEVEL & CLASS

PLAYER NAME

Outlander
BACKGROUND

Dwarf, Mountain 300
RACE EXPERIENCE

900
Next Level

STRENGTH
+3
17

DEXTERITY
+1
13

CONSTITUTION
+3
16

INTELLIGENCE
-1
8

WISDOM
+1
12

CHARISMA
0
10

RESISTANCES

Bludgeon (in rage) Poison

Piercing (in rage)

Slashing (in rage)

Adv. on Strength saves in rage;
Adv. vs. Poison; Adv. on Dex saves
vs. seen effects

SAVING THROWS

SKILLS

+1 Acrobatics (Dex)

+1 Animal Handling (Wis)

-1 Arcana (Int)

+5 Athletics (Str)

0 Deception (Cha)

-1 History (Int)

+1 Insight (Wis)

+2 Intimidation (Cha)

-1 Investigation (Int)

+1 Medicine (Wis)

-1 Nature (Int)

+3 Perception (Wis)

0 Performance (Cha)

0 Persuasion (Cha)

-1 Religion (Int)

+1 Sleight of Hand (Dex)

+1 Stealth (Dex)

+3 Survival (Wis)

Tool

MAXIMUM HIT POINTS

+2 PROFICIENCY BONUS

14 ARMOR CLASS

Temporary Hit Points:

CURRENT HIT POINTS

+1 INITIATIVE

SUCCESSSES

FAILURES

DEATH SAVES

LEVEL 2 DIE d12+3 USED

HIT DICE

ENCUMBERED 25 ft

25 ft

SPEED

LIMITED FEATURES

FEATURE	MAX	RECOVER	USED
Rage (+2 melee damage)	2	LR	

AC 13

DESCRIPTION

Armor Unarmored Defense (Con)

Shield

1 Dex

Magic

Misc

Misc

ARMOR

INSPIRATION

ABILITY SAVE DC

ARMOR

Light Medium Heavy Shields

WEAPONS

Simple Martial Other Weapons:

LANGUAGES

+1 from Outlander

Common

Dwarvish

TOOLS & OTHERS

Type of musical instrument

smith, brewer, or mason tools

PROFICIENCIES

13

PASSIVE WISDOM (PERCEPTION)

Darkvision 60 ft

SENSES

NAME TOTAL

NAME TOTAL

AMMUNITION

AMMUNITION

ACTIONS

BONUS ACTIONS

REACTIONS

Rage (start/stop)

ACTIONS

ATTACK NAME

Greataxe

PROF ABILITY

Str

RANGE

Melee

TO HIT

+5

DAMAGE

1d12+3

DAMAGE TYPE

Slashing

Heavy, two-handed

DESCRIPTION

ATTACKS: WEAPONS & CANTRIPS

Barbarian, level 2:

- Rage (Barbarian 1, PHB 48) [+2 melee damage, 2× per long rest]
Start/end as bonus action; add damage to melee weapons that use Str; lasts 1 min
Adv. on Strength checks/saves (not attacks); resistance to bludgeoning/piercing/slashing
Stops if I end turn without attacking or taking damage since last turn, or unconscious
- Unarmored Defense (Barbarian 1, PHB 48)
Without armor, my AC is 10 + Dexterity modifier + Constitution modifier + shield
- Danger Sense (Barbarian 2, PHB 48)
Adv. on Dexterity saves against seen effects (not blinded/deafened/incapacitated)
- Reckless Attack (Barbarian 2, PHB 48)
Adv. on melee weapon attacks during my turn, but attacks vs. me adv. until next turn

CLASS FEATURES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Feature Name: **Wanderer**

I have an excellent memory for maps and geography, and I can always recall the general layout of terrain, settlements, and other features around me. In addition, I can find food and fresh water for myself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

BACKGROUND FEATURE

Mountain Dwarf (+2 Strength, +2 Constitution)

Stonecunning:

Whenever I make an Intelligence (History) check related to the origin of stonework, I am considered proficient in the History skill and add double my proficiency bonus to the check, instead of my normal proficiency bonus.

RACIAL TRAITS

ADVENTURING GEAR

LB

ADVENTURING GEAR

LB

ADVENTURING GEAR

LB

SUBTOTAL

SUBTOTAL
EQUIPMENT

SUBTOTAL

ATTUNED MAGICAL ITEMS

	CP
	SP
	EP
	GP
	PP

WEIGHT CARRIED

ENCUMBERED

86 - 170 lb

HEAVILY ENCUMBERED

171 - 255 lb

PUSH/DRAW/LIFT

256 - 510 lb