

Brandon Barrel-Basher

CHARACTER NAME

Barbarian 1

CLASS & LEVEL

Half-Orc

RACE

Clan Crafter (Brewer)

BACKGROUND

Chaotic Good

ALIGNMENT

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

16

+3

DEXTERITY

14

+2

CONSTITUTION

16

+3

INTELLIGENCE

8

-1

WISDOM

12

+1

CHARISMA

8

-1

INSPIRATION

+2

PROFICIENCY BONUS

- ☒ +5 Strength
- ☐ +2 Dexterity
- ☒ +5 Constitution
- ☐ -1 Intelligence
- ☐ +1 Wisdom
- ☐ -1 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☐ -1 Arcana (Int)
- ☒ +5 Athletics (Str)
- ☐ -1 Deception (Cha)
- ☒ +1 History (Int)
- ☒ +3 Insight (Wis)
- ☒ +1 Intimidation (Cha)
- ☐ -1 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☒ +1 Nature (Int)
- ☐ +1 Perception (Wis)
- ☐ -1 Performance (Cha)
- ☐ -1 Persuasion (Cha)
- ☐ -1 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☐ +1 Survival (Wis)

SKILLS

15

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum 15

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total d12

1

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

Doth thou even hoist!?

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Paddle

+5

2d6 + 3

Javelin

+5

1d6 + 3

ATTACKS & SPELLCASTING

11

PASSIVE WISDOM (PERCEPTION)

Weapon: Simple and martial weapons
Armor: Light armor, medium armor, shields
Tools: Brewer's supplies
Languages: Common, Dwarvish, Orcish

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

15

A mash paddle (a maul), five javelins, backpack, bedroll, mess kit, 10 torches, 10 days of rations, waterskin, 50 feet of hempen rope, a tinderbox, a chisel with your own maker's mark, and brewer's supplies

EQUIPMENT

Darkvision: You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

Relentless Endurance: When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks: When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Rage: While raging, you have advantage on Strength checks and Strength saving throws, gain a +2 bonus to melee weapon attacks using Strength, and have resistance to bludgeoning, piercing, and slashing damage.

Unarmored Defense: While you are not wearing any armor, your Armor Class equals 15.

Respect of the Stout Folk: You always have free room and board in any place where shield dwarves or gold dwarves dwell, and the individuals in such a settlement might vie among themselves to determine who can offer you (and possibly your compatriots) the finest accommodations and assistance.

FEATURES & TRAITS