

Barbarian2

CHARACTER NAME

Barbarian 20

CLASS & LEVEL

Mountain Dwarf

RACE

Charlatan

BACKGROUND

Lawful evil

ALIGNMENT

Ben

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+3

17

DEXTERITY

+2

14

CONSTITUTION

+2

15

INTELLIGENCE

+1

12

WISDOM

+0

10

CHARISMA

-1

8

0

INSPIRATION

+6

PROFICIENCY BONUS

- ☒ +9 Strength
- ☐ +2 Dexterity
- ☒ +8 Constitution
- ☐ +1 Intelligence
- ☐ +0 Wisdom
- ☐ -1 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ +0 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☐ +3 Athletics (Str)
- ☒ +5 Deception (Cha)
- ☐ +1 History (Int)
- ☐ +0 Insight (Wis)
- ☐ -1 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☐ +0 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☒ +6 Perception (Wis)
- ☐ -1 Performance (Cha)
- ☐ -1 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☒ +8 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☒ +6 Survival (Wis)

SKILLS

14

ARMOR CLASS

+2(A)

INITIATIVE

35

SPEED

Hit Point Maximum 168

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 20d12

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

TODO: How does your character behave? See the PHB for examples of all the sections below

PERSONALITY TRAITS

TODO: What does your character believe in?

IDEALS

TODO: Describe what debts your character has to pay, and other commitments or ongoing quests they have.

BONDS

TODO: Describe your characters interesting flaws.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Handaxe

+9

1d6+3/s

Greatsword

+9

2d6+3/s

Armor: None

Shield: None

TODO: Describe how your character usually attacks or uses spells.

ATTACKS & SPELLCASTING

16

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Light armor, medium armor, shields, simple weapons, martial weapons, battleaxes, handaxes, throwing hammers, warhammers.

Languages:

Common, Dwarvish

OTHER PROFICIENCIES & LANGUAGES

CP 0
SP 0
EP 0
GP 0
PP 0

TODO: list the equipment and magic items your character carries

EQUIPMENT

(See Features Page)

--Aspect of the Beast (Bear)**

--Brutal Critical

--Danger Sense

--Darkvision (60')

--Dwarven Resilience

--Extra Attack (2x)

--False Identity

--Fast Movement

--Feral Instinct

--Indomitable Might

--Persistent Rage

--Primal Champion

--Rage (+4, 100x/LR)

--Reckless Attack

--Relentless Rage

--Spirit Seeker

--Spirit Walker

--Stonecunning

--Totem Spirit (Tiger)

--Totemic Attunement (Elk)

--Unarmored Defense

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TODO: Describe other features and abilities your character has.

FEATURES & TRAITS

Features and Magic Items

Barbarian2

Subclasses

Subclass: Path of the Totem Warrior

The Path of the Totem Warrior is a spiritual journey, as the barbarian accepts a spirit animal as guide, protector, and inspiration. In battle, your totem spirit fills you with supernatural might, adding magical fuel to your barbarian rage.

Most barbarian tribes consider a totem animal to be kin to a particular clan. In such cases, it is unusual for an individual to have more than one totem animal spirit, though exceptions exist.

Features

Aspect of the Beast (Bear)

Source: Barbarian (Totem Warrior)

****Not included in stats on Character Sheet**

You gain the might of a bear. Your carrying capacity (including maximum load and maximum lift) is doubled, and you have advantage on Strength checks made to push, pull, lift, or break objects.

Brutal Critical

Source: Barbarian

Beginning at 9th level, you can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack. This increases to two additional dice at 13th level and three additional dice at 17th level.

Danger Sense

Source: Barbarian

At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Darkvision (60')

Source: Race

Accustomed to life underground, you have superior vision in dark and dim conditions. 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. You can't discern color in darkness, only shades of gray.

Dwarven Resilience

Source: Race (Dwarf)

You have advantage on saving throws against poison, and you have resistance against poison damage.

Extra Attack (2x)

Source: Barbarian

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

False Identity

Source: Background (Charlatan)

You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

Fast Movement

Source: Barbarian

Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

Feral Instinct

Source: Barbarian

By 7th level, your instincts are so honed that you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

Indomitable Might

Source: Barbarian

Beginning at 18th level, if your total for a Strength check is less than your Strength score, you can use that score in place of the total.

Persistent Rage

Source: Barbarian

Beginning at 15th level, your rage is so fierce that it ends early only if you fall unconscious or if you choose to end it.

Primal Champion

Source: Barbarian

At 20th level, you embody the power of the wilds. Your Strength and Constitution scores increase by 4. Your maximum for those scores is now 24.

Rage (+4, 100x/LR)

Source: Barbarian

In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength checks and Strength saving throws.

- When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the Barbarian table.

- You have resistance to bludgeoning, piercing, and slashing damage.

If you are able to cast spells, you can't cast them or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times shown for your barbarian level in the Rages column of the Barbarian table, you must finish a long rest before you can rage again.

Reckless Attack

Source: Barbarian

Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Relentless Rage

Source: Barbarian

Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

Spirit Seeker

Source: Barbarian (Totem Warrior)

Yours is a path that seeks attunement with the natural world, giving you a kinship with beasts. At 3rd level when you adopt this path, you gain the ability to cast the *beast sense* and *speak with animals* spells, but only as rituals, as described in chapter 10 of PHB.

Spirit Walker

Source: Barbarian (Totem Warrior)

At 10th level, you can cast the *commune with nature* spell, but only as a ritual. When you do so, a spiritual version of one of the animals you chose for Totem Spirit or Aspect of the Beast appears to you to convey the information you seek.

Stonecunning

Source: Race (Dwarf)

Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus. Languages.

Totem Spirit (Tiger)

Source: Barbarian (Totem Warrior)

While raging, you can add 10 feet to your long jump distance and 3 feet to your high jump distance. The spirit of the tiger empowers your leaps.

Totemic Attunement (Elk)

Source: Barbarian (Totem Warrior)

While raging, you can use a bonus action during your move to pass through the space of a Large or smaller creature. That creature must succeed on a Strength saving throw (DC 8 + your Strength bonus + your proficiency bonus) or be knocked prone and take bludgeoning damage equal to 1d12 + your Strength modifier.

Unarmored Defense

Source: Barbarian

While you are not wearing any armor, your Armor Class equals $10 + \text{your Dexterity modifier} + \text{your Constitution modifier}$. You can use a shield and still gain this benefit.

This bonus is computed in the AC given on the Character Sheet above.

Magic Items