

Runagar

CHARACTER NAME

Barbarian 3

CLASS & LEVEL

PLAYER NAME

Half-Orc

RACE

Criminal

BACKGROUND

EXPERIENCE POINTS

STRENGTH

+3

16

DEXTERITY

+0

10

CONSTITUTION

+3

16

INTELLIGENCE

-1

8

WISDOM

+1

13

CHARISMA

+1

12

- ☐ +6 Strength
- ☐ +1 Dexterity
- ☐ +6 Constitution
- ☐ +0 Intelligence
- ☐ +2 Wisdom
- ☐ +2 Charisma

Saving Throw Modifiers

Advantage on DEX against effects that you can see.

SAVING THROWS

- ☐ +1 Acrobatics DEX
- ☐ +2 Animal Handling WIS
- ☐ +0 Arcana INT
- ☒ +6 Athletics STR
- ☒ +4 Deception CHA
- ☐ +0 History INT
- ☐ +2 Insight WIS
- ☒ +4 Intimidation CHA
- ☐ +0 Investigation INT
- ☐ +2 Medicine WIS
- ☐ +0 Nature INT
- ☐ +2 Perception WIS
- ☐ +2 Performance CHA
- ☐ +2 Persuasion CHA
- ☐ +0 Religion INT
- ☐ +1 Sleight of Hand DEX
- ☒ +3 Stealth DEX
- ☒ +4 Survival WIS
- ☒ +3 Thieves' tools (DEX)

SKILLS

+0

INITIATIVE

ARMOR

13

CLASS

Your CON bonus is added to your armor.

DEFENSES

INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

35

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HIT POINTS

Total 3d12

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

Common, Orc

You can see in darkness (shades of gray) up to 60 ft.

When you score a critical hit, roll one of the dice an additional time and add it to the extra damage.

PROFICIENCIES & LANGUAGES

Reckless Attacks

You can attack recklessly, giving you advantage this turn but attack rolls against you also have advantage.

Rage (3 per day)

As a bonus action enter a rage for up to 1 minute (10 rounds). While raging, you gain advantage on STR checks, +2 damage, and resistance to physical damage.

Frenzied Rage

When raging, you can go in a frenzy. If you do, you can make a single extra melee weapon attack each turn as a bonus action until your rage ends, but afterwards you are exhausted and suffer disadvantage

Relentless Endurance (1 per day)

When you are reduced to 0 HP but not killed, you can drop to 1 HP instead.

Inventory

Greataxe, 2 handaxes, stone of good luck, crowbar, antitoxin, 10 rations, 50' rope, tinderbox, 10 torches, waterskin.

ACTIONS

12

PASSIVE WISDOM (PERCEPTION)

12

PASSIVE WISDOM (INSIGHT)

10

PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Greataxe

+5

1d12+3 Slashing

Two-Handed

Handaxe

+5

1d6+3 Slashing

Thrown, Range 20', 60' with disadvantage

Unarmed Strike

+5

4 Bludgeoning

WEAPON ATTACKS & CANTRIPS