

2 Barbarian
LEVEL & CLASS

PLAYER NAME

Outlander
BACKGROUND

Dwarf, Mountain 300
RACE EXPERIENCE

900
Next Level

CHARACTER NAME

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**

SUCCESSES **LEVEL** **DIE** **USED** **ENCUMBERED**
 2 d12+3 25 ft
 25 ft

FAILURES **DEATH SAVES** **HIT DICE** **SPEED**

LIMITED FEATURES

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

AC **DESCRIPTION**
13 Armor Unarmored Defense (Con)
Shield _____
1 Dex Medium Armor Heavy Armor
Magic _____
Misc _____
Misc _____

ARMOR

INSPIRATION

ABILITY SAVE DC

ARMOR
 Light Medium Heavy Shields

WEAPONS
 Simple Martial Other Weapons:

LANGUAGES **TOOLS & OTHERS**
+1 from Outlander Type of musical instrument
Common smith, brewer, or mason tools
Dwarvish

PROFICIENCIES

ACTIONS **BONUS ACTIONS** **REACTIONS**

ACTIONS	BONUS ACTIONS	REACTIONS
	Rage (start/stop)	

ACTIONS

13 **PASSIVE WISDOM (PERCEPTION)**

Darkvision 60 ft

SENSES

AMMUNITION

NAME TOTAL

↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑

AMMUNITION

NAME TOTAL

↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑

ATTACKS: WEAPONS & CANTRIPS

ATTACK NAME	PROF	ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Greataxe	✓	Str	Melee	+5	1d12+3	Slashing
Heavy, two-handed						
DESCRIPTION						

