

Ergrad

CHARACTER NAME

Barbarian 4

CLASS & LEVEL

OldSchoolNPC

PLAYER NAME

Dragonborn

RACE

Smuggler

BACKGROUND

(Milestone)

EXPERIENCE POINTS

STRENGTH

+3

17

DEXTERITY

+1

12

CONSTITUTION

+2

14

INTELLIGENCE

+0

10

WISDOM

+1

13

CHARISMA

-1

9

- +5 Strength
- +1 Dexterity
- +4 Constitution
- +0 Intelligence
- +1 Wisdom
- 1 Charisma

Saving Throw Modifiers

Advantage on DEX against effects that you can see while not blinded, deafened, or

SAVING THROWS

- +1 Acrobatics DEX
- +1 Animal Handling WIS
- +0 Arcana INT
- +5 Athletics STR
- +1 Deception CHA
- +0 History INT
- +1 Insight WIS
- +1 Intimidation CHA
- +0 Investigation INT
- +1 Medicine WIS
- +0 Nature INT
- +1 Perception WIS
- 1 Performance CHA
- 1 Persuasion CHA
- +0 Religion INT
- +1 Sleight of Hand DEX
- +1 Stealth DEX
- +3 Survival WIS
- _____
- _____
- _____

SKILLS

+1

INITIATIVE

ARMOR

13

CLASS

Resistances - Fire

DEFENSES

INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP **41** Current HP Temp HP **--**

HIT POINTS

Total **4d12**

HIT DICE

SUCCESSSES ○○○○

FAILURES ○○○○

DEATH SAVES

=== ARMOR ===
Light Armor, Medium Armor, Shields

=== WEAPONS ===
Martial Weapons, Simple Weapons

=== TOOLS ===
Vehicles (Water)

=== LANGUAGES ===
Common, Draconic

PROFICIENCIES & LANGUAGES

=== ACTIONS ===

Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improve, Two-Weapon Fighting, Interact with an Object

Breath Weapon (Red) • 1 / Short Rest

As an action once per short rest, exhale in a 15 ft. cone (DEX DC 12, half damage on success) for 2d6 Fire Damage [6th] 3d6, [11th] 4d6, [16th] 5d6

=== BONUS ACTIONS ===

Armor Spike Attack

While you are wearing spiked armor and are raging, you can use a bonus action to make one

melee weapon attack with your armor spikes against a target within 5 feet of you, for **1d4+3** piercing damage.

Rage • 3 / Long Rest

As a bonus action enter a rage for up to 1 minute (10 rounds).

You gain advantage on STR checks and saving throws (not attacks), +2 melee damage with STR weapons, resistance to bludgeoning, piercing, slashing damage. You can't cast or concentrate on spells while raging.

Your rage ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile

ACTIONS

11

PASSIVE WISDOM (PERCEPTION)

11

PASSIVE WISDOM (INSIGHT)

10

PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Greataxe	+5	1d12+3 Slashing	Martial, Heavy, Two-Handed
Unarmed Strike	+5	4 Bludgeoning	
Armor Spike Attack	+5	1d4+3 Piercing	

WEAPON ATTACKS & CANTRIPS

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EXPERIENCE POINTS

=== BARBARIAN FEATURES ===

* Hit Points • PHB 47

* Proficiencies • PHB 47

* Rage • PHB 48

As a bonus action enter a rage for up to 1 minute (10 rounds).

You gain advantage on STR checks and saving throws (not attacks), +2 melee damage with STR weapons, resistance to bludgeoning, piercing, slashing damage. You can't cast or concentrate on spells while raging.

Your rage 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 as a bonus action.

| 3 / Long Rest • 1 Bonus Action

* Unarmored Defense • PHB 48

While not wearing armor, your AC equals 10 + DEX modifier + CON modifier + any shield bonus.

* Reckless Attack • PHB 48

When you make your first attack on your turn, you can decide to attack recklessly, giving you advantage on melee weapon attack rolls using STR during this turn, but attack rolls against you have advantage until your next turn.

* Danger Sense • PHB 48

You have advantage on DEX saving throws against effects that you can see while not blinded, deafened, or incapacitated.

* Primal Path • PHB 48

| Path of the Battlerager

* Restriction: Dwarves Only • SCAG

Only dwarves can follow the Path of the Battlerager, unless your DM lifts this restriction.

* Battlerager Armor • SCAG

While you are wearing spiked armor and are raging, you can use a bonus action to make one melee weapon attack with your armor spikes against a target within 5 feet of you, for 1d4+3 piercing damage.

When you use the Attack action to grapple a creature, the target takes 3 piercing damage if your grapple check succeeds.

| Armor Spike Attack: 1 Bonus Action

| Armor Spike Grapple: No Action

* Ability Score Improvement • PHB 49

=== DRAGONBORN RACIAL TRAITS ===

* Draconic Ancestry • BR 34

You gain a breath weapon and damage resistance with your chosen dragon type.

| Red Dragon • BR 34

Fire

* Breath Weapon • BR 34

Once per short rest as an action, exhale destructive energy based on your Draconic Ancestry. Each creature in the area must make a DC 12 saving throw (type determined by your ancestry), taking 2d6 ([6th] 3d6, [11th] 4d6, [16th] 5d6) on a failed save, and half damage on a successful one.

| Red Dragon • BR 34

As an action once per short rest, exhale in a 15 ft. cone (DEX DC 12, half damage on success) for 2d6 Fire Damage [6th] 3d6, [11th] 4d6, [16th] 5d6

| Breath Weapon (Red): 1 / Short Rest • 1 Action

* Damage Resistance • BR 34

You have resistance to the damage type associated with your draconic ancestry.

| Red Dragon • BR 34

Fire Damage

FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT	
CP	0	Handaxe	1	2 lb.	Bedroll	1	7 lb.
		Handaxe	1	2 lb.	Mess Kit	1	1 lb.
SP	0	Javelin	4	8 lb.	Rations (1 day)	10	20 lb.
		Javelin	4	8 lb.	Rope, Hempen (50 feet)	1	10 lb.
EP	0	Greataxe	1	7 lb.	Tinderbox	1	1 lb.
		Backpack	1	5 lb.	Torch	10	10 lb.
GP	30	Backpack	1	5 lb.	Waterskin	1	5 lb.
		Clothes, Common	1	3 lb.			
PP	0	Bedroll	1	7 lb.			
		Mess Kit	1	1 lb.			
	WEIGHT CARRIED	Rations (1 day)	10	20 lb.			
	148.6 lb.	Rope, Hempen (50 feet)	1	10 lb.			
	ENCUMBERED	Tinderbox	1	1 lb.			
	255 lb.	Torch	10	10 lb.			
	PUSH/DRAG/LIFT	Waterskin	1	5 lb.			
	510 lb.						

EQUIPMENT