

Antlia

CHARACTER NAME

Barbarian 1
CLASS & LEVEL

xo_violettv
PLAYER NAME

Human
SPECIES

Soldier
BACKGROUND

(Milestone)
EXPERIENCE POINTS

STRENGTH

16

+3

DEXTERITY

13

+1

CONSTITUTION

14

+2

INTELLIGENCE

10

+0

WISDOM

12

+1

CHARISMA

8

-1

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

Saving Throw Modifiers

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
- +2 Investigation INT
- +1 Medicine WIS
- +0 Nature INT
- +3 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

DEFENSES

HEROIC INSPIRATION

+2
PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)
SPEED

Max HP Current HP Temp HP
14 --
HIT POINTS

Total 1d12
HIT DICE

SUCCESSES FAILURES DEATH SAVES

=== ARMOR ===
Light Armor, Medium Armor, Shields
=== WEAPONS ===
Martial Weapons, Simple Weapons
=== TOOLS ===
Dice Set
=== LANGUAGES ===
Common, Common Sign Language, Halfling

PROFICIENCIES & TRAINING

=== ACTIONS ===
Standard Actions
Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

ACTIONS

13 PASSIVE PERCEPTION

11 PASSIVE INSIGHT

12 PASSIVE INVESTIGATION

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Unarmed Strike	+5	4 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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=== BARBARIAN FEATURES ===

* Core Barbarian Traits • free-rules 51

* Rage • free-rules 51

* Unarmored Defense • free-rules 51
While not wearing armor, your base AC equals 13 + any Shield bonus.

* Weapon Mastery • free-rules 52
You are able to use the mastery properties of 2 kinds of Simple or Martial Melee weapons of your choice. Whenever you finish a Long Rest, you can change one of those weapon choices.

=== HUMAN SPECIES TRAITS ===

* Size • free-rules 194
Your Size is Medium or Small, chosen when you select this species.

* Speed • free-rules 194
Your Speed is 30 ft.

* Resourceful • free-rules 194
You gain Heroic Inspiration whenever you finish a Long Rest.

* Skillful • free-rules 193
You gain proficiency in one skill of your choice.

* Versatile • free-rules 194
You gain an Origin feat of your choice.

* Languages • free-rules 37
Your character knows at least three languages: Common plus two languages you roll or choose from the Standard Languages table. Knowledge of a language means your character can communicate in it,

read it, and write it.

| Increase two scores (+2 / +1) •

=== FEATS ===

* Grappler • BR 167
You have advantage on attack rolls against a creature you are grappling. You can use your action to try to pin a creature grappled by you by making another grapple check. If you succeed, you and the creature are both restrained until the grapple ends.

| Grappling Pin: 1 Action

* Weapon Mastery • PHB-2024 52

| Greataxe (Cleave) •
Cleave. Once per turn, if you hit a creature with a melee attack using a Greataxe, you can make another melee attack with it against a second creature within 5 ft. of the first that's within your reach. On a hit, the second creature takes the Greataxe's damage, but without your ability modifier (unless the modifier is negative).

| Mace (Sap) •
Sap. If you hit a creature with a Mace, that creature has Disadvantage on its next attack roll before the start of your next turn.

| Cleave (Greataxe): 1 Action

| Sap (Mace): 1 Action

* Savage Attacker • free-rules 201
Once per turn when you hit a target with a weapon, you can roll the weapon's damage dice twice and use either roll against the target.

* Soldier Ability Score Improvements • PHB-2024 185

FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
CP	0	Handaxe	1	2 lb.		
		Handaxe	1	2 lb.		
SP	0	Handaxe	1	2 lb.		
		Handaxe	1	2 lb.		
EP	0	Greataxe	1	7 lb.		
		Backpack	1	5 lb.		
GP	0	Oil	2	2 lb.		
		Rations	10	20 lb.		
PP	0	Rope	1	5 lb.		
		Bedroll	1	7 lb.		
	WEIGHT CARRIED	Tinderbox	1	1 lb.		
	70 lb.	Torch	10	10 lb.		
	ENCUMBERED	Waterskin	1	5 lb.		
	0 lb.				ATTUNED MAGIC ITEMS	QTY WEIGHT
	PUSH/DRAG/LIFT					
	0 lb.					

EQUIPMENT

Antlia

CHARACTER NAME

		Medium		
GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

PREP SPELL NAME

SOURCE

SAVE/ATK TIME RANGE

COMP DURATION

PAGE REF NOTES

SPELLS