| er Character Re layer: | cora | | Race | RACTER NAME | Class | Barbarian |
|---------------------------|--------------------|----------------|--------------|-------------------------|------------|--|
| ampaign: | Character Creation | Date: | Alignment | Size | Deity | Level |
| urrent XP: | Next Level Goal: | Date | _ | Base Speed | 7 | usted Initiative Modifier |
| Ability | Ability Saving | ARMOR | HIT POINT | 8 | | De |
| Score | Modifier Throws □ | CLASS | maximum | Current Hit P | Points | Temporary Hit Points |
| STR | | | HIT DICE | | | |
| DEX | — — | \ / | total | Available Hit | Dice | Death Saves |
| CON | | \vee | d | | | Pass |
| INT | | N. J | | Add CON modifer t | o each HD. | Exhaustion |
| wis | | \dv: | | | -0 | Level Effect |
| CHA | |)isad: | Ø9 | 10/0 | X Y | ☐1 DA on ability checks ☐2 Speed halved ☐3 DA on attacks and sav |
| Wis | Passive Percep | tion | ₹ | | | 4 HP maximum halved 5 Speed reduced to 0 |
| VEAPON | REACH | or RANGE DAMAG | INITIATIVE I | NSPIRATION P | ROFICIENC | Y Death |
| Description | | | | PROFIC | IENCIE | <u>s</u> |
| □PROFICIENCY + | MAGIC MISC. | ATTACK BONUS | ⊣ skills: | | į | SAVES: |
| DAMAGE DICE | → MISC. | DAMAGE | Dex | Acrobatics | | |
| | ++= | | Wis | Animal Hno | = | T001 6: |
| аммо 🗆 🗆 | <u> </u> | <u></u> | Str 🗆 | Athletics | | TOOLS: |
| VEAPON | REACH | or RANGE DAMAG | E Cha□ | Deception | | |
| Description PROFICIENCY | MAGIC MISC. | ATTACK BONUS | Int 🗆 | History ×214 | 2 | WEAPONS: |
| | ++=[| DAMAGE | Wis | Insight ×21½ | | |
| DAMAGE DICE | + + + = = [| DAMAGE | Int | Intimidatio | | |
| AMMO 🗆 🗆 | | | | Medicine [| | |
| VEAPON | REACH | or RANGE DAMAG | E Int □ | Nature ×212 | 7 | ARMOR: |
| Description PROFICIENCY | MAGIC MISC. | ATTACK BONUS | Wis | Perception | ×2 ½ | |
| PROFICIENCY + | | ATTACK BONUS | Cha□ Cha□ | Performan Persuasior | | |
| DAMAGE DICE | → MISC. | DAMAGE | Int 🗆 | Religion 🗵 | | OTHER: |
| | ++=[| | Dex | Sleight of | | |
| | <u> </u> | | Dex | Stealth ×23 | | |
| VEAPON | REACH | or RANGE DAMAG | E Wis □ | Survival 🗵 | 1/2 | |
| PROFICIENCY | MAGIC MISC. | ATTACK BONUS | _[| | | |
| H H DAMAGE DICE □ | | DAMAGE | ∐ | | | |
| | ++=[| | | | | |
| аммо □□□ | <u> </u> | | | | | |
| VEAPON | REACH | or RANGE DAMAG | E | | | |
| Description | MAGIC MISC. | ATTACK BONUS | | | | |
| + | _++= | |][| | | |
| DAMAGE DICE | | DAMAGE | ¬[| | | |
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| ARMOR | o RMOR H | CASS (AC) Calcula CON MIS + 10 + | SC. AC | | | # |
|-----------------|-------------------|--|------------------------|----------------------|------------|------------------|
| | DEX A | ARMOR MAGIC MIS | SC. AC | CHARACTER NA | | 7 |
| | RMOR + | | | Age | Gender | |
| Weight □ OM | RMOR + | ARMOR MAGIC MIS | SC. AC | Height | Weight | |
| HIELD | +2 MAX | ARMOR MAGIC MIS | SC. AC | Eyes | Hair | |
| | EAVY ARMOR | H H H | SC. +AC | Skin | Handedness | |
| Weight □ ○s | HIELD (add to AC) | +2 + + | | Physical Description | | |
| rotective l | Items | | AC Weight | | | Annual S |
| | | | Ollus | | | |
| | | | | | | CHARACTER SKETCH |
| ther Equi | nment | | | Languages | | <u> </u> |
| ITEM | WT. | ITEM | WT. | | | |
| 115101 | | | | Race | i | |
| | X = | | X = | Ability Adj. | | |
| | X = | | X = | Traits | | |
| | X = | | X = | Proficiencies | | |
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| | X = | | X = | Racial Lang's | | |
| | y _553 | | X = | Background | d | |
| THY. | | DE CO | À | | | |
| | X | PAT MARGE(1) | X = | Proficiencies | | |
| 0 | X = | | X = | | | |
| | X = | 100 | X = | Equipment | | |
| Mr. | X = | | X = | | | |
| William Control | X = // | | X = | Bkgnd Lang's | 12 | |
| | X = | | X = | Personality | <i>y</i> | |
| | X = | | X = | | | |
| | X = | | X = | Ideals | | |
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| | | | | Bonds | | |
| | CARRYING ×2 | PUSH, DRAG, TO or LIFT | OTAL WEIGHT CARRIED | | | |
| festyle | CAPACITY — | Expenses/Day | CARRIED | Flaws | | |
| reasure C | PSP | EPGP | PP | | | |
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| | BARBARIA | IN | | | # |
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| | Level: | 03 | CHARACTER NAME | Path: | |
| | | Rages | $\overline{1}$ | | |
| | | Total Rages Used | Rage Damage | | |
| Į | | 00000 | | | |
| | | Regain on a Long Rest | | | |
| 1 | Mer . | Path of the Bers | erker | 77 2 | |
| | 3:3 | | Marie | Control of the second | |
| | | Intimidating Pres Wisdom Save D | c | | |
| | | 8+ + = LEGEND: P.B. = Proficiency Bonus, CHA = 0 | Charisma Modifier | | |
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| | Pa | th of the Totem | Warrior | The same of the sa | |
| 3rd Le | evel 3 | 6th Level | 14th Level | المنتخبة المنتخبة | |
| | otem Spirit Bear | Aspect of the Beas Bear | t Totemic | Attunement Bear | |
| | ◯ Eagle | Eagle | | Eagle | |
| | Wolf | Wolf | ` | Wolf | |
| | LVL Spe | | LVL) | | |
| | | st sense | 217 | | |
| es: | 1 spe | ak with animals | 277 | | |
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