

Barbarian 1

CLASS & LEVEL

Sage

BACKGROUND

PLAYER NAME

Human

RACE

Neutral Good

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH
+3
16

DEXTERITY
+2
14

CONSTITUTION
+2
14

INTELLIGENCE
+2
14

WISDOM
-1
9

CHARISMA
+1
12

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

- +5 Strength
- +2 Dexterity
- +4 Constitution
- +2 Intelligence
- 1 Wisdom
- +1 Charisma

SKILLS

- +2 Acrobatics (Dex)
- 1 Animal Handling (Wis)
- +4 Arcana (Int)
- +5 Athletics (Str)
- +1 Deception (Cha)
- +4 History (Int)
- 1 Insight (Wis)
- +1 Intimidation (Cha)
- +2 Investigation (Int)
- 1 Medicine (Wis)
- +4 Nature (Int)
- 1 Perception (Wis)
- +1 Performance (Cha)
- +1 Persuasion (Cha)
- +2 Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- 1 Survival (Wis)

16* ARMOR CLASS

+2 INITIATIVE

30 ft SPEED

Hit Point Maximum 14

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d12 HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Grtsword	+5	2d6+3* /S
Javelin	+5	1d6+3 /P

You can throw your javelin 30 ft, or up to 120 ft with disadvantage on the attack roll.

> Rage uses --- 2

*Notes:
- AC 14 when not wearing any armor.
- Greatsword (and other Strength based weapons) 's melee damage increases by +2 while raging.

ATTACKS & SPELLCASTING

> Rage
In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. If you aren't wearing heavy armor while raging, you have advantage on Strength checks and Strength saving throws, you gain a +2 bonus to the damage roll when you make a melee weapon attack using Strength, and you have resistance to bludgeoning, piercing and slashing damage, but if you are able to cast spells, you can't cast them or concentrate on them while raging.
Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn, taken damage since then or if you decide to willingly end it as a bonus action. Once you have raged the maximum number of times, you must finish a long rest before you can rage again.

> Unarmored Defense
Your AC equals 10 + your Dexterity modifier + your Constitution modifier while you are wearing no armor. You can use a shield and still gain this benefit.

> Researcher (Librarian)
When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually you can find the knowledge you seek from a library, scriptorium, university or a sage or other learned person or creature, but the information you seek might be secreted away in an almost inaccessible place, or simply cannot be found through standard channels.

FEATURES & TRAITS

9 PASSIVE WISDOM (PERCEPTION)

> Proficiencies
Light armor, medium armor, shields, simple weapons, martial weapons.

> Languages
Common, Elvish, Dwarvish, Orc.

OTHER PROFICIENCIES & LANGUAGES

Scale mail°, greatsword, bedroll, backpack, mess kit, a tinderbox, waterskin, hempen rope (50 ft), small knife, bottle of ink, an ink pen, a letter from a dead colleague written in an ancient language you cannot understand, a set of common clothes.

10

°while wearing this armor you have disadvantage on Dexterity (Stealth) checks.

Javelins	x4
Torches	x10
Rations (daily)	x10

EQUIPMENT