

CHARACTER NAME

Barbarian 6 - Red Reaver Soldier (Infantry)

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Dragonborn - Black

RACE

ALIGNMENT

FACTION

STRENGTH

15

+2

DEXTERITY

14

+2

CONSTITUTION

12

+1

INTELLIGENCE

10

-

WISDOM

15

+2

CHARISMA

11

-

INSPIRATION

+3

PROFICIENCY BONUS

- ☒ +5 Strength
- ☐ +2 Dexterity
- ☒ +3 Constitution
- ☐ - Intelligence
- ☐ +2 Wisdom
- ☐ - Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ - Arcana (Int)
- ☒ +5 Athletics (Str)
- ☐ - Deception (Cha)
- ☐ - History (Int)
- ☐ +2 Insight (Wis)
- ☒ +3 Intimidation (Cha)
- ☐ - Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ - Nature (Int)
- ☒ +5 Perception (Wis)
- ☐ - Performance (Cha)
- ☐ - Persuasion (Cha)
- ☐ - Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☒ +5 Survival (Wis)

SKILLS

12

ARMOR CLASS

+2

INITIATIVE

40'

SPEED

Hit Point Maximum 47

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 6

d12 (7)

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

greataxe*

+5

1d12 + 2

lgt xbow*

+5

1d8 + 2

javelin*

+5

1d6 + 2

*greataxe heavy, 2-handed
*crossbow ammunition, throw (range 80/320), loading, 2 hands
*javelin throw (ranges 30/120)

EXTRA ATTACK

ATTACKS & SPELLCASTING

15

PASSIVE WISDOM (PERCEPTION)

Common, Draconic

Armor
light/medium armor, shield

Weapons
simple/martial

Tools
Dice set, vehicle (land)

OTHER PROFICIENCIES & LANGUAGES

CP

59

SP

EP

GP

PP

greataxe, light crossbow, bolts (20), javelins (4)

rank insignia, trophy from fallen enemy, set of bone dice, common clothes, pouch

backpack, bedroll, mess kit, tinder box, torches (10), rations (10), waterskin, 50' rope

EQUIPMENT

DRACONIC ANCESTRY

Black

BREATH WEAPON

Acid. 5X30 line. DEX save (DC 10). Once per short or long rest.

DAMAGE RESISTANCE

Acid

RAGE 3 / long rest

Enter a rage as a BONUS ACTION if not wearing heavy armor

- Advantage on Strength checks and saving throws.

- Melee weapon attack using Strength +2 damage

- Resistance bludgeoning, piercing, and slashing.

Lasts for 1 minute or 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. End as a BONUS ACTION.

UNARMORED DEFENSE.

While not wearing any armor, your Armor Class equals 10 + your Dex mod + Con mod.

RECKLESS ATTACK.

Your first attack on your turn, can decide to attack recklessly.

ADVANTAGE on melee weapon Strength attacks during this turn, attacks against you have ADVANTAGE

DANGER SENSE

ADVANTAGE Dexterity saving throws against effects that you can see (traps and spells), only if not blinded, deafened, or incapacitated.

EXTRA ATTACK

FAST MOVEMENT

Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

over --->

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

PATH OF THE RED REAVER

Devourer

BONUS ACTION: While RAGING and below half hit points. Enter DEVOURING RAGE, spend hit dice, weapon is now MAGICAL, if you hit regain hit points equal to: 1 PLUS the number of hit dice spent. If a crit DOUBLE it. If you don't hit you take that amount of damage but stay in the rage. When you reach max HP the Devourer Rage ends.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Military Rank

You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

CHARACTER BACKSTORY

Sanguine Scent. (DC 10) 1 use regain on LONG rest.

As an ACTION you can take a deep breathe and immediately able to smell the number of creatures within 120'. You know type not identity.

You can focus on a creature you know and have a possession of theirs. Instead of you rolling Survival the creature makes a Wisdom saving throw. If they fail you know the direction and distance they are from you. You can follow it through terrain you wouldn't normally.

ADDITIONAL FEATURES & TRAITS

Blood Hound.

If you have been within 30' of your Sanguine Scent target for 5 minutes within the last 24 hours, a possession is not needed to track it.

Spend 1 hit die to know exact number and general location of creatures in the area. If focused on a single creature, the creature has DISADVANTAGE on the Wisdom saving throw. (See Sanguine Scent)

TREASURE