

Ken

CHARACTER NAME

Barbarian - Level 13

CLASS & LEVEL

Half-Elf

RACE

Acolyte

BACKGROUND

Chaotic Evil

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

15

+2

DEXTERITY

19

+4

CONSTITUTION

11

+0

INTELLIGENCE

10

+0

WISDOM

8

-1

CHARISMA

13

+1

INSPIRATION

+5

PROFICIENCY BONUS

- ☒ +7 Strength
- ☐ +4 Dexterity
- ☒ +5 Constitution
- ☐ +0 Intelligence
- ☐ -1 Wisdom
- ☐ +1 Charisma

SAVING THROWS

- ☒ +9 Acrobatics (Dex)
- ☐ -1 Animal Handling (Wis)
- ☐ +0 Arcana (Int)
- ☒ +7 Athletics (Str)
- ☐ +1 Deception (Cha)
- ☐ +0 History (Int)
- ☒ +4 Insight (Wis)
- ☒ +6 Intimidation (Cha)
- ☐ +0 Investigation (Int)
- ☐ -1 Medicine (Wis)
- ☐ +0 Nature (Int)
- ☐ -1 Perception (Wis)
- ☐ +1 Performance (Cha)
- ☐ +1 Persuasion (Cha)
- ☒ +5 Religion (Int)
- ☐ +4 Sleight of Hand (Dex)
- ☐ +4 Stealth (Dex)
- ☐ -1 Survival (Wis)

SKILLS

14

ARMOR CLASS

+4

INITIATIVE

40 ft.

SPEED

Hit Point Maximum 120

120

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Handaxe x2	+7	1d6+2 (+3 raging)
Javelin x2	+7	1d6+2 (+3 raging)
Heavy Crossbow	+9	1d10+4 (no rage)

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ATTACKS & SPELLCASTING

9

PASSIVE WISDOM (PERCEPTION)

ARMOUR: Light, Medium, Shields
WEAPONS: All Simple + All Martial
LANGUAGES: Common, Elvish, Celestial

He wears no armour - which for a Barbarian is correct, not an oversight. UNARMORED DEFENCE is meant to beat armour. See the AC note ->

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

CP

PP

15

NO ARMOUR AT ALL <- see the AC note
Handaxe, 4x Javelin, Heavy Crossbow
Holy Symbol, Prayer Book, Vestments,
5x Incense
Explorer's Pack, Backpack, Bedroll, Mess Kit,
Tinderbox, 10x Torch, 10x Rations, Waterskin,
Hempen Rope, Common Clothes, Belt Pouch

EQUIPMENT

FROM ROLL20 + ITAMAR'S CHANGES (17 Jul).

Everything below is the export EXCEPT the [ITAMAR] lines - those are his calls, made at the table.

[ITAMAR] HP 83 -> 120. All three kids set to the same number.

[ITAMAR] AC 10 -> 14. See below - this one was a real error, not taste.

RAGE 5x per long rest (correct for lv 13). While raging: +3 damage on STR melee, RESISTANCE to bludgeoning/piercing/slashing - he takes HALF from nearly every weapon in the game. RECKLESS ATTACK: advantage on your swings, everyone gets advantage back. RELENTLESS RAGE: at 0 HP, DC 10 CON save and he drops to 1 HP instead - the DC goes up 5 each time. FERAL INSTINCT: advantage on initiative. DANGER SENSE: adv. on DEX saves. FAST MOVEMENT: +10 - that is the 40 ft. BRUTAL CRITICAL: +2 dice on a crit (it is listed twice because 9th and 13th both grant it - one feature).

[FIXED - the export had AC 10 and that was a real error.]

* AC 10 -> 14 (Itamar, 17 Jul). He wears no armour, so UNARMORED DEFENCE applies: 10 + DEX(+4) + CON(+0) = 14. Even with no class feature at all, bare AC is 10 + DEX = 14 - the 10 ignored his +4 DEX entirely. Same Roll20 AC trap Itamar caught on Vader. He called it himself and the rules agreed.

[STILL OPEN - NOT corrected here. Your call.]

1. NO PRIMAL PATH. Barbarians pick one at level 3; he is 13 and has none.

No Frenzy, no Totem, no path feature at 3/6/10. Same hole as Big Mama's missing Sacred Oath - two of the three PCs are missing their subclass.

2. CON 11 (+0) on a BARBARIAN. It is the class's whole stat: his HP per level, his Unarmored Defence, and his Relentless Rage save. Not a bug - a choice.

FEATURES & TRAITS



Ken

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN