

Chloe

CHARACTER NAME

Barbarian [Path of the Totem Warrior]
(12) / Wizard [War Magic] (3)

CLASS & LEVEL

Dwarf

RACE

Mercenary Veteran

BACKGROUND

Chaotic Neutral

ALIGNMENT

Lilith

PLAYER NAME

167000

EXPERIENCE POINTS

STRENGTH

+6

23

DEXTERITY

+2

14

CONSTITUTION

+2

14

INTELLIGENCE

+2

14

WISDOM

+2

14

CHARISMA

+1

12

INSPIRATION

+5

PROFICIENCY BONUS

- ☒ +11 Strength
- ☐ +2 Dexterity
- ☒ +7 Constitution
- ☐ +2 Intelligence
- ☐ +2 Wisdom
- ☒ +6 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ +2 Arcana (Int)
- ☒ +11 Athletics (Str)
- ☐ +1 Deception (Cha)
- ☐ +2 History (Int)
- ☐ +2 Insight (Wis)
- ☒ +6 Intimidation (Cha)
- ☐ +2 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ +2 Nature (Int)
- ☒ +7 Perception (Wis)
- ☐ +1 Performance (Cha)
- ☒ +6 Persuasion (Cha)
- ☐ +2 Religion (Int)
- ☐ +7 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

22

ARMOR CLASS

+2

INITIATIVE

35/25

SPEED

Hit Point Maximum 139

CURRENT HIT POINTS

TEMPORARY HIT POINTS

3x(1d6+2)
12x(1d12+2)

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Javelin

+11

1d6+6 piercing

Warhammer

+11

1d8+6 bludgeoning

Shortsword

+11

1d6+6 piercing

Number of Attacks: 2

Greataxe. +11, 1d12+6

slashing

Handaxe. +11, 1d6+6 slashing

ATTACKS & SPELLCASTING

17

PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Land Vehicles;
Smith's Tools; Three-Dragon Ante Set

Weapon Proficiencies: Martial; Simple

Armor Proficiencies: Light; Medium;
Shields

Language Proficiencies: Common;
Dwarvish

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

100

100

TREASURE

EQUIPMENT

Adamantine Armor, Half plate
Bag of Sand
Belt Of Stone Giant Strength
Chalk
Explorer's Pack
Gloves Of Thievery
Healer 's kit
Potion Of Healing x3
Ram, portable
Ring Of X Ray Vision
Shield +3



Chloe

CHARACTER NAME

200

AGE

3'8

HEIGHT

140lb

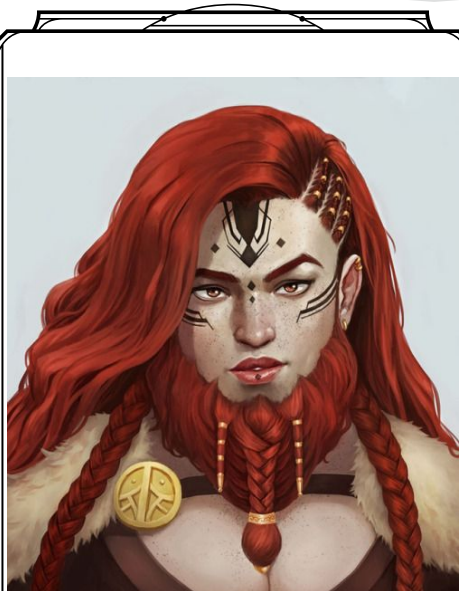
WEIGHT

Red

HAIR

EYES

SKIN



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Gem (50 GP) (10)

TREASURE

CHARACTER BACKSTORY

Wizard

Intelligence

SPELLCASTING ABILITY

15

SPELL SAVE DC

+7

SPELL ATTACK BONUS

SPELLCASTING CLASS

0

CANTRIPS

- Blade Ward
- Green-Flame Blade
- Sword Burst
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SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

14

- PREPARED
- SPELL NAME
- ☐ Absorb Elements
 - ☐ Jump
 - ☐ Longstrider
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22

- ☐ Cloud of Daggers
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SPELLS KNOWN

FEATURES & TRAITS

Darkvision: 60 ft.

Damage Resistances: poison

-----Bonus Actions-----

Rage. Advantage on Strength checks and saves; melee damage bonus +3; resistance to bludgeoning, piercing, and slashing damage (lasts 1 minute, use 5 times/long rest).

-----Other Traits-----

Arcane Deflection. At 2nd level, you have learned to weave your magic to fortify yourself against harm. When you are hit by an attack or you fail a saving throw, you can use your reaction to gain a +2 bonus to your AC against that attack or a +4 bonus to that saving throw.

When you use this feature, you can't cast spells other than cantrips until the end of your next turn. .

Arcane Recovery. When you finish a short rest, regain spell slots totalling no more than 2, and each must be 5th level or lower. (use once/day).

Aspect of the Beast. At 6th level, you gain a magical benefit based on the totem animal of your choice. You can choose the same animal you selected at 3rd level or a different one.

- Bear: You gain the might of a bear. Your carrying capacity (including maximum load and maximum lift) is doubled, and you have advantage on Strength checks made to push, pull, lift, or break objects.

- Eagle: You gain the eyesight of an eagle. You can see up to 1 mile away with no difficulty, able to discern even fine details as though looking at something no more than 100 feet away from you. Additionally, dim light doesn't impose disadvantage on your Wisdom (Perception) checks.

- Wolf: You gain the hunting sensibilities of a wolf. You can track other creatures while traveling at a fast pace, and you can move stealthily while traveling at a normal pace (see chapter 8 for rules on travel pace).

- Elk: The elk spirit helps you roam far and fast. Whether mounted or on foot, your travel pace is doubled, as is the pace of up to ten companions while they're within 60 feet of you and your aren't incapacitated.

- Tiger: The cat spirit hones your survival instincts. You gain proficiency in two of the following skills: Athletics, Acrobatics, Stealth, Survival.

Brutal Critical. One additional damage die for melee criticals.

Danger Sense. Advantage on DEX saves against effects you can see.

Dwarven Resilience. Advantage on poison saves, resistance to poison damage.

Extra Attack. Attack twice when taking Attack action.

Fast Movement. Your speed increases to 35 when not heavily armored.

Feral Instinct. Advantage on initiative, surprise doesn't keep you from attacking if you enter rage.

Magic Initiate. Choose a class: bard, cleric, druid, sorcerer, warlock, or wizard. You learn two cantrips of your choice from that class's spell list.

In addition, choose one 1st-level spell from that same list. You learn that spell and can cast it at its lowest level. Once you cast it, you must finish a long rest before you can cast it again.

Your spellcasting ability for these spells depends on the class you chose: Charisma for bard, sorcerer, or warlock; Wisdom for cleric or druid; or Intelligence for wizard.

Mercenary Life. You know the mercenary life as only someone who has experienced it can. You are able to identify mercenary companies by their emblems, and you know a little about any such company, including the names and reputations of its commanders and leaders, and who has hired them recently. You can find the taverns and festhalls where mercenaries abide in any area, as long as you speak the language. You can find mercenary work between adventures sufficient to maintain a comfortable lifestyle (see "Practicing a Profession" under "Downtime Activities" in chapter 8 of the Player's Handbook). .

Reckless Attack. Advantage on attacks using Strength, attacks against you have advantage as well.

Relentless Rage. If raging, are reduced to 0 HP, aren't killed, and make a DC 10 save (+5 for each time you've used this feature between rests), you go to 1 HP instead.

Resilient. Add +1 to any ability score (max. 20) and gain proficiency in saving throws w/ that ability. (PHB p.168).

Spirit Seeker. At 3rd level when you adopt this path, you gain the ability to cast the beast sense and speak with animals spells, but only as rituals.

Spirit Walker. At 10th level, you can cast the commune with nature spell, but only as a ritual. When you do so, a spiritual version of one of the animals you chose for Totem Spirit or Aspect of the Beast appears to you to convey the information you seek.

Stonecunning. 2X prof bonus on stonework-related history checks.

Tactical Wit. Starting at 2nd level, your keen ability to assess tactical situations allows you to act quickly in battle. You can give yourself a bonus to your initiative rolls equal to your Intelligence modifier. .

Totem Spirit. At 3rd level, when you adopt this path, you choose a totem spirit and gain its feature. You must make or acquire a physical totem object, an amulet or similar adornment, that incorporates fur or feathers, claws, teeth, or bones of the totem animal. At your option, you also gain minor physical attributes that are reminiscent of your totem spirit. For example, if you have a bear totem spirit, you might be unusually hairy and thick-skinned, or if your totem is the eagle, your eyes turn bright yellow.

Your totem animal might be an animal related to those listed here but more appropriate to your homeland. For example, you could choose a hawk or vulture in place of an eagle.

- Bear: While raging, you have resistance to all damage except psychic damage. The spirit of the bear makes you tough enough to stand up to any punishment.

- Eagle: While you're raging and aren't wearing heavy armor, other creatures have disadvantage on opportunity attack rolls against you, and you can use the Dash action as a bonus action on your turn. The spirit of the eagle makes you into a predator who can weave through the fray with ease.

- Wolf: While you're raging, your friends have advantage on melee attack rolls against any creature within 5 feet of you that is hostile to you. The spirit of the wolf makes you a leader of hunters.

- Elk: The speed of the elk makes you extraordinarily swift. While you're raging and aren't wearing heavy armor, your walking speed increases by 15 feet.

- Tiger: The spirit of the tiger empowers your leaps. While raging, you can add 10 feet to your long jump distance and 3 feet to your high jump distance.

Blade Ward <i>Wizard Cantrip Abjuration DC 15 Spell Mod +7</i> 1 Action Self V,S 1 Rnd You extend your hand and trace a sigil of warding in the air. Until the end of your next turn, you have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks.	Green-Flame Blade <i>Wizard Cantrip Evocation DC 15 Spell Mod +7</i> 1 Act. 5 ft V,M Inst <i>A weapon</i> As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and green fire leaps from the target to a different creature of your choice that you can see within 5 feet of it. The second creature takes fire damage equal to your spellcasting ability modifier. This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 fire damage to the target, and the fire damage to the second creature increases to 1d8 + your spellcasting ability modifier. Both damage rolls increase by 1d8 at 11th level and 17th level.	Sword Burst <i>Wizard Cantrip Conjuration DC 15 Spell Mod +7</i> 1 Act. 5 ft V Inst You create a momentary circle of spectral blades that sweep around you. Each creature within range, other than you, must succeed on a Dexterity saving throw or take 1d6 force damage. This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).
Speak with Animals (ritual) <i>Barbarian Level 1 Divination DC 13 Spell Mod +5</i> 1 Act. Self V,S 10 mins You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the GM's discretion.	Absorb Elements <i>Wizard Level 1 Abjuration DC 15 Spell Mod +7</i> 1 reAct. Self S 1 Rnd The spell captures some of the incoming energy, lessening its effect on you and storing it for your next melee attack. You have resistance to the triggering damage type until the start of your next turn. Also, the first time you hit with a melee attack on your next turn, the target takes an extra 1d6 damage of the triggering type, and the spell ends. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each slot level above 1st.	Jump <i>Wizard Level 1 Transmutation DC 15 Spell Mod +7</i> 1 Act. Touch V,S,M 1 min <i>A grasshopper's hind leg</i> You touch a creature. The creature's jump distance is tripled until the spell ends.
Longstrider <i>Wizard Level 1 Transmutation DC 15 Spell Mod +7</i> 1 Act. Touch V,S,M 1 hr <i>A pinch of dirt</i> You touch a creature. The target's speed increases by 10 feet until the spell ends. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.	Beast Sense <i>Barbarian Level 2 Divination DC 13 Spell Mod +5</i> 1 Action Touch S Conc, 1 hr You touch a willing beast. For the duration of the spell, you can use your action to see through the beast's eyes and hear what it hears, and continue to do so until you use your action to return to your normal senses. While perceiving through the beast's senses, you gain the benefits of any special senses possessed by that creature, though you are blinded and deafened to your own surroundings.	Cloud of Daggers <i>Wizard Level 2 Conjuration DC 15 Spell Mod +7</i> 1 Act. 60 ft V,S,M Conc, 1 min <i>A sliver of glass</i> You fill the air with spinning daggers in a cube 5 feet on each side, centered on a point you choose within range. A creature takes 4d4 slashing damage when it enters the spell's area for the first time on a turn or starts its turn there. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 2d4 for each slot level above 2nd.

Commune with Nature (ritual)

Barbarian Level 5 Divination DC 13 Spell Mod +5



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You briefly become one with nature and gain knowledge of the surrounding territory. In the outdoors, the spell gives you knowledge of the land within 3 miles of you. In caves and other natural underground settings, the radius is limited to 300 feet. The spell doesn't function where nature has been replaced by construction, such as in dungeons and towns. You instantly gain knowledge of up to three facts of your choice about any of the following subjects as they relate to the area: • terrain and bodies of water • prevalent plants, minerals, animals, or peoples • powerful celestials, fey, fiends, elementals, or undead • influence from other planes of existence • buildings For example, you could determine the location of powerful undead in the area, the location of major sources of safe drinking water, and the location of any nearby towns.
