

RATEL

CHARACTER NAME

Barbarian 9, Sorcerer 1 Outlander

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Stout Halfling

CG

ALIGNMENT

EXPERIENCE POINTS

RACE

STRENGTH

3

16

DEXTERITY

4

18

CONSTITUTION

4

18

INTELLIGENCE

1

13

WISDOM

3

16

CHARISMA

2

14

INSPIRATION

4

PROFICIENCY BONUS

- 7 Strength
- 4 Dexterity
- 8 Constitution
- 1 Intelligence
- 3 Wisdom
- 6 Charisma

SAVING THROWS

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

SKILLS

22

ARMOR CLASS

4

INITIATIVE

35

SPEED

Hit Point Maximum 127

127

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 9d12, 1d6

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

Ich wache über meine Freunde als waeren sie ein Wurf Welpen.

PERSONALITY TRAITS

Die natuerliche Welt ist wichtiger als alle Konstrukte

IDEALS

Es ist meine Pflicht Kinder in die Welt zu setzen.

BONDS

Ich fuehle mich sehr zu Bier, Wein und Met sowie Honig hingezogen.

FLAWS

17

PASSIVE WISDOM (PERCEPTION)

Armor Prof.
Light Armor, Medium Armor, Shields

Weapon Prof.
Simple Weapons, Martial Weapons

Tool Prof.
One type of musical instrument

Languages
Common
Halfling
Goblin
Draconic

OTHER PROFICIENCIES & LANGUAGES

CP 0

greataxe

SP 0

handaxe (2)

EP 0

javelin (4)

EP 0

explorer's pack

CP 10

staff

PR 0

hunting trap

trophy

set of traveler's clothes

belt pouch

Arkaner Fokus

Nimmervoller Beutel

EQUIPMENT

Halfling Features:

- Can reroll a natural 1
- Advantage on saves vs frightened
- Can move through larger creatures' spaces
- Advantage on saves vs poison, poison damage resistance

Outlander Feature:

- You can always remember the layout of a region's geographical features, and can usually find enough food and water for six people

Barbarian Features:

- 4/day you gain advantage on Str checks and saves, deal +2 damage on strength based melee attacks, and resistance vs bludgeoning, piercing, and slashing damage

- Add Con mod to AC when not wearing armor

Sorcerer Features:

- Sorcerer Archetype: Draconic
- You know Draconic and gain double your proficiency bonus on Cha checks when speaking with dragons
- Gain 1 extra hp per level, and grow scales which have an AC of 13 when you aren't wearing armor
- You can gain advantage on Str based melee attacks by granting advantage to attacks against you for the round
- You gain advantage on Dex saves vs things you can see

- Barbarian Archetype: Totem
- You can cast beast sense and speak with animals as rituals

- When not in heavy armor and while raging you can dash as a bonus action and opportunity attacks have disadvantage against you
- You can make two attacks on your turn
- If not in heavy armor, your speed improves by 10 feet
- Jump 3ft higher and 10ft further while raging
- Gain advantage on initiative rolls, and you can enter a rage to not be surprised
- Dual Wielder: You can draw/stow two weapons per round, you can dual wield non-light weapons, and you gain +1 AC while dual wielding
- Your rage damage bonus increases to +3
- Gain one additional weapon die of damage on a melee critical hit

FEATURES & TRAITS



RATEL

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



SPELLCASTING CLASS

Int
SPELLCASTING ABILITY

13
SPELL SAVE DC

5
SPELL ATTACK BONUS

0 CANTRIPS

- Tanzende Lichter
- Zielsicherer Schlag
- Gift Versprühen
- Feuerpfeil

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- PREPARED SPELL NAME
- Federfall
 - Sprachen Verstehen
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 - Mit Tieren sprechen als Ritual

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SPELLS KNOWN