

RATEL Broc

CHARACTER NAME

Barbarian 8, Sorcerer 1

CLASS & LEVEL

Outlander

BACKGROUND

Markus

PLAYER NAME

Stout Halfling

RACE

CG

ALIGNMENT

EXPERIENCE POINTS

STRENGTH
3
16

DEXTERITY
4
18

CONSTITUTION
4
18

INTELLIGENCE
1
13

WISDOM
3
16

CHARISMA
2
14

INSPIRATION

4 PROFICIENCY BONUS

SAVING THROWS

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

SKILLS

- 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)

22 ARMOR CLASS

4 INITIATIVE

35 SPEED

Hit Point Maximum 110

110 CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 8d12, 1d6

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Greataxe (5 feet) 7 1d12+3/Slashing

Handaxe (20/60) 7 1d6+3/Slashing

Greataxe Rage (7 1d12+5/Slashing

Handaxe Rage (20/60) 7 1d6+5/Slashing

Javelin (30/120) 7 1d6+3/Piercing

Battleaxe (5 feet) 7 1d8+3/Slashing

Feuerpeil (36m) 6 1d10+2/Fire

ATTACKS & SPELLCASTING

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
One Extra Language
Draconic

OTHER PROFICIENCIES & LANGUAGES

CP 0 greataxe

SP 0 handaxe (2)

EP 0 javelin (4)

CP 10 explorer's pack

PR 0 staff

hunting trap

trophy

set of traveler's

clothes

belt pouch

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

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
- Feuerpeil

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1 2

- Federfall
- Sprachen Verstehen

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SPELLS KNOWN