



RINA SALTHAR

Barbarian 1
CLASS & LEVEL
Hill Dwarf
RACE/ANCESTRY/HERITAGE

0
EXPERIENCE POINTS
PLAYER NAME
Outlander
BACKGROUND
CAMPAIGN or PLAYER ID

STR
+2
15

+2 PROFICIENCY BONUS

ARMOR CLASS (AC) INITIATIVE SPEED
14 **+1** **25 ft.**

DEX
+1
13

SAVING THROWS
+4 Strength Saves *
+1 Dexterity Saves
+5 Constitution Saves *
-1 Intelligence Saves
+1 Wisdom Saves
+0 Charisma Saves
* Prof. bonus added

Armor Worn: none (Unarmored Defense)
HIT POINTS HIT DICE
16 **1d12**
DEATH SAVES: Success O O O Fail O O O

CON
+3
16

SKILLS
+1 Acrobatics (Dex)
+1 Animal Handling (Wis)
-1 Arcana (Int)
+4 Athletics (Str) *
+0 Deception (Cha)
-1 History (Int)
+1 Insight (Wis)
+2 Intimidation (Cha) *
-1 Investigation (Int)
+1 Medicine (Wis)
+1 Nature (Int) *
+1 Perception (Wis)
+0 Performance (Cha)
+0 Persuasion (Cha)
-1 Religion (Int)
+1 Sleight of Hand (Dex)
+1 Stealth (Dex)
+3 Survival (Wis) *
* Prof. bonus added

WEAPON & UNARMED ATTACKS
Basic Attack. One target per Attack action.

Greataxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 1d12+2 slashing damage. (Must be used two-handed.)

INT
-1
8

Handaxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 1d6+2 slashing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

WIS
+1
13

Javelin. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 1d6+2 piercing damage. (If thrown, normal range to 30 ft.; disadvantage long range 31 to 120 ft.)

CHA
+0
10

11 PASSIVE WISDOM (PERCEPTION)

MAGIC, FEATS & SPECIAL ATTACKS
Rage. Lasts 1 minute (10 rounds), or until unconscious, haven't attacked or been hit.

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: greataxe, two (2) handaxes, five (5) javelins, explorer's pack (backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days' rations, waterskin, 50 feet of hempen rope on the side), belt pouch, set of traveler's clothes, hunting trap, a staff, trophy from a slain animal. (This load is about 109 lbs.; add 1 lb. per 50 coins carried.)

Magic Items [DMG p. 135]
• *potion of healing* (2d4+2 hp)
(a) *Item attuned to character.*

Coins & Gems: 6 gold pieces (gp); 28 silver pieces (sp); 63 copper pieces (cp); 4 gems (worth 10 gp each)

FEATURES, TRAITS & MORE

Alignment: Neutral. I will help others, but avoid serious personal risks or loyalties that don't benefit me.

- Outlander Background [PHB p. 136]**
- **Feature:** Wanderer.
 - **Traits:** Friends with coastal merfolk. Haunted by apocalyptic nightmares.
 - **Ideal:** See the balance among all living things.
 - **Bond:** Dreams with nature spirits during rests.
 - **Flaw:** Lover drown in flood.

- Hill Dwarf Traits [PHB p. 20]**
- Creature Type: Humanoid
 - Age: 120 years old
 - Medium Size (4' 2", 133 lbs.)
 - Speed not reduced by heavy armor
 - Darkvision (60 feet)
 - Dwarven Resilience (versus poison)
 - Dwarven Combat Training (var. weapons)
 - Tool Proficiency (brewer's supplies)
 - Dwarven Toughness (extra hit points)
 - Stonecunning (stonework lore)

- Barbarian Class Features [PHB p. 46]**
- Rage (2/day)
 - Unarmored Defense (AC)

- Rage Effects [PHB p. 48]**
- Advantage on STR checks and saves
 - +2 bonus on STR-based melee damage
 - Resistance (half damage) from bludgeoning, piercing and slashing damage.

PROFICIENCIES & LANGUAGES

Armor: light armor, medium armor, shields
Weapons: simple weapons, martial weapons, battleaxe, handaxe, throwing hammer, warhammer
Tools: brewer's supplies, musical instrument (flute)
Saving Throws: Strength, Constitution
Skills: Athletics, Intimidation, Nature, Survival
Languages: Common, Dwarvish, Goblin

ENCUMBRANCE

Lifting & Carrying: 225 lbs. max. carrying capacity; 450 lbs. pushing or dragging (speed -5 ft.); 450 lbs. max. lift.