



Barpig Barberian

CLASS & LEVEL

BACKGROUND

PLAYER NAME

-

900

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH
+2
14

DEXTERITY
+2
14

CONSTITUTION
+3
16

INTELLIGENCE
-1
8

WISDOM
+0
10

CHARISMA
+1
12

INSPIRATION

PROFICIENCY BONUS
+2

SAVING THROWS

- +2 Strength
- +2 Dexterity
- +5 Constitution
- 1 Intelligence
- +0 Wisdom
- +3 Charisma

SKILLS

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

16 ARMOR CLASS

+2 INITIATIVE

30 ft. SPEED

Hit Point Maximum **27**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d8
HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
STR	+4	+2
DEX	+4	+2
SPELL	-	-

Dagger, 1d4 (Str/Dex)
Battle Axe, 1d8 V (Str)
hand Crossbow 1d4 (Dex)

ATTACKS & SPELLCASTING

Siege the Castle

Starting at the 2nd Level, it seems your blood has been sieged upon by beer. Because of this biological adjustment, you now add your Constitution modifier to your Armor Class.

All of your melee attacks do double damage against objects, constructs and structures.

FEATURES & TRAITS

10 PASSIVE WISDOM (PERCEPTION)

Armor: Light armor, Medium Armor
Weapons: Simple weapons, hand crossbows, longswords, battle axes, warhammers, rapiers, shortwords
Tools: Brewer's Supplies

OTHER PROFICIENCIES & LANGUAGES

- CP - Entertainer's pack
- SP - Engraved mug.
- EP - Brewer's Supplies
- CR - Leather armor (11+)
- PP

EQUIPMENT