

**- Unnamed Hero -**



**5<sup>th</sup> Edition SRD**

**Player:** barb

**Human barbarian 4 - CR 1/2**

Chaotic Neutral Humanoid; Deity: **Lugh**; Background: **monster hunter** ; Height: **5' 7"**; Weight: **115lb**.

Ability	Score	Modifier	Saving Throw
<b>STR</b> STRENGTH	<b>18</b>	<b>+4</b>	<b>+6</b>
<b>DEX</b> DEXTERITY	<b>14</b>	<b>+2</b>	<b>+2</b>
<b>CON</b> CONSTITUTION	<b>20</b>	<b>+5</b>	<b>+7</b>
<b>INT</b> INTELLIGENCE	<b>12</b>	<b>+1</b>	<b>+1</b>
<b>WIS</b> WISDOM	<b>13</b>	<b>+1</b>	<b>+1</b>
<b>CHA</b> CHARISMA	<b>11</b>	<b>0</b>	<b>+0</b>

**AC** 19 **Initiative** +2 **Speed** 30 ft

**Proficiency** +2 **Inspiration**

**HP** 60 **HD** 4d12 **Death Saves**

Damage / Current HP	HD Used	Success/Fail

**Number of Attacks** 1

**Greataxe**

Both hands: **+6, 1d12+4** Heavy, Two-Handed  
**slashing**

**Longsword**

Main hand: **+6, 1d8+4** **slashing** Versatile  
Both hands: **+6, 1d10+4** **slashing**

**Shield**

**+2**

Skill Name	Total	Ability	Prof	Temp
<b>Acrobatics</b>	<b>+4</b>	DEX (2)	<b>+2</b>	
<b>Animal Handling</b>	<b>+1</b>	WIS (1)	-	
<b>Arcana</b>	<b>+1</b>	INT (1)	-	
<b>Athletics</b>	<b>+6</b>	STR (4)	<b>+2</b>	
<b>Deception</b>	<b>+0</b>	CHA (0)	-	
<b>History</b>	<b>+1</b>	INT (1)	-	
<b>Insight</b>	<b>+1</b>	WIS (1)	-	
<b>Intimidation</b>	<b>+0</b>	CHA (0)	-	
<b>Investigation</b>	<b>+1</b>	INT (1)	-	
<b>Medicine</b>	<b>+1</b>	WIS (1)	-	
<b>Nature</b>	<b>+1</b>	INT (1)	-	
<b>Perception</b>	<b>+3</b>	WIS (1)	<b>+2</b>	
<b>Performance</b>	<b>+0</b>	CHA (0)	-	
<b>Persuasion</b>	<b>+0</b>	CHA (0)	-	
<b>Religion</b>	<b>+1</b>	INT (1)	-	
<b>Sleight of Hand</b>	<b>+2</b>	DEX (2)	-	
<b>Stealth</b>	<b>+4</b>	DEX (2)	<b>+2</b>	
<b>Survival</b>	<b>+3</b>	WIS (1)	<b>+2</b>	
<b>Passive Perception:</b>	<b>13</b>			

**Feats**

lucky

**Other Proficiencies:**

**Weapons:** Martial weapons; Simple weapons

**Armor:** Light armor; Medium armor; Shields

**Special Abilities**

- Bear
- Danger Sense
- Path of the Totem Warrior
- poison purveyor
- Rage (3/long rest)
- Reckless Attack
- Spirit Seeker
- Variant Humans

### Gear

**Total Weight Carried: 16/270 lbs.,  
(Maximum: 270 lbs)**

Greataxe	7 lbs
Longsword	3 lbs
Money	-
Shield	6 lbs

### Tracked Resources

Inspiration	<input type="checkbox"/>
Rage (3/long rest)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

### Languages

Common	Giant
Dwarvish	Gnomish

### Experience & Wealth

Experience Points: **3161/6500**  
Current Cash: **You have no money!**

### Role Playing

**Personality Trait:** Action - I leave the thinking to others; I'm much more likely to act first.

**Ideal:** Might - The stronger forces win in war and in life. (Evil)