

Zekt "THE IMMORTAL!!!"

CHARACTER NAME

barbarian lvl 10 (Berserker) custom

CLASS & LEVEL

custom

BACKGROUND

PLAYER NAME

goblin

RACE

Chaotic Neutral

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

+5

20

DEXTERITY

+4

18

CONSTITUTION

+4

18

INTELLIGENCE

-2

7

WISDOM

-1

8

CHARISMA

+1

12

INSPIRATION

+4 PROFICIENCY BONUS

SAVING THROWS

- +9 Strength
- +4 Dexterity
- +8 Constitution
- 2 Intelligence
- 1 Wisdom
- +1 Charisma

SKILLS

- +8 Acrobatics (Dex)
- 1 Animal Handling (Wis)
- 2 Arcana (Int)
- +9 Athletics (Str)
- +1 Deception (Cha)
- 2 History (Int)
- 1 Insight (Wis)
- +5 Intimidation (Cha)
- 2 Investigation (Int)
- 1 Medicine (Wis)
- 2 Nature (Int)
- 1 Perception (Wis)
- +1 Performance (Cha)
- +1 Persuasion (Cha)
- 2 Religion (Int)
- +4 Sleight of Hand (Dex)
- +8 Stealth (Dex)
- 1 Survival (Wis)

18 ARMOR CLASS

+3 INITIATIVE

40ft SPEED

Hit Point Maximum 129

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 10D12

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
+1 Greatsword	+10	2d6+6
2 Handaxes	+9	1d6+5
4 Javelins	+9	1d6+5

ATTACKS & SPELLCASTING

9 PASSIVE WISDOM (PERCEPTION)

Common, Goblin,

OTHER PROFICIENCIES & LANGUAGES

ARMOR SHIELD AC

Explorers Pack, Coiling Grasp Tattoo, Portable Ram, 2 potions of healing,

21

EQUIPMENT

Darkvision(60ft), Fury Of The Small(lvl), Nimble Escape, Rage(Advantage on strength checks and saves, +3 to melle damage, resistance to bludgeoning, piercing, and slashing), Reckless Attack, Danger Sense, Extra Attack, Fast Movement, Feral Instinct (Advantage on initiative, and can act normally on surprise rounds), Brutal Critical(can roll an additional damage die when he gets a critical), Berserker- Frenzy(Can make one attack as a bonus action, but when the rage ends he gets one point of exhaustion), Mindless Rage(Can't be charmed or frightened while raging, if charmed or frightened before the effect is suspended for the duration of the rage), Intimidating Presence(Can force a creature within 30ft of you to make a DC13 wisdom saving throw or become afraid)

FEATURES & TRAITS



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0 CANTRIPS

Blank lines for cantrips

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1

PREPARED

SPELL NAME

Table for level 1 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

2

Table for level 2 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

3

Table for level 3 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

4

Table for level 4 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

5

Table for level 5 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

6

Table for level 6 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

7

Table for level 7 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

8

Table for level 8 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

9

Table for level 9 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

SPELLS KNOWN



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE

Spell Descriptions

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Backstory

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