

	Name:	Cholg	Race:	Half-Orc Male	Class:	Barbarian	Background:	Outlander
	Age: 17	Height: 6'3"	Weight: 230lbs	Level:	2	Alignment:	NG (Deity:	
	Eyes: Amber	Skin: Green	Hair: Bald	Experience:	693	Languages:	Common, Orc, Elvish	
	Personality Traits: Oblivious to etiquette & social norms							
	Hit Dice:	2d12 - Ω Ω	Hit Points:	24		Condition:		
Hit Points Max:	24	Temp Hit Points:			Death Saves:	Successes: Ω Ω Ω Fails: Ω Ω Ω		

Barbarian Traits	Description	Bonuses
Rages Ω Ω	2 per day; Lasts 1 min (6 attack turns); Advantage on all Strength Checks & Saves;	+2 Rage Damage
Savage Attacks	If critical hit, then roll weapon damage again and add to critical damage	Extra weapon damage roll
Reckless Attack	On first turn of attack round only; Gain bonus, but Enemy also gets advantage on attacks	Advantage on strength attacks
Relentless Endurance	If reduced to zero hit points, then will bounce back to 1 hit point	
Danger Sense	If perceived danger, then get advantage on Dexterity saves	

Abilities & Mods	Saving Throws
Strength: 18 +4	P +6
Dexterity: 13 +1	+1
Intelligence: 10 +0	+0
Wisdom: 11 +0	+0
Constitution: 15 +2	P +4
Charisma: 10 +0	+0

Inspiration:	
Initiative (D):	+1
Proficiency Bonus:	+2
Passive Perception (w):	10

Skills				Speed: 30	Dark Vision 60'
Acrobatics (D)	+1	Insight (W)	+0	Performance (Ch)	+0
P Animal Handling (W)	+2	P Intimidation (Ch)	+2	Persuasion (Ch)	+0
Arcana (I)	+0	Investigation (I)	+0	Religion (I)	+0
P Athletics (S)	+6	Medicine (W)	+0	Sleight of Hand (D)	+1
Deception (Ch)	+0	Nature (I)	+0	Stealth (D)	+1
History (I)	+0	Perception (W)	+0	P Survival (W)	+2

Armor	Armor Class:	15	Magic	Equipped	AC
Breast Plate Armor			+0	X	14+Dex Mod

Weapons	Proficient	Range	Attacks	Magic	Attack Bonus	Damage
Warhammer (Versatile)	P	3'	1/1	+0	+6	1d8 + 5 or if Two Handed 1d10 + 5
Light Hammer (If Thrown then use Dexterity to hit)	P	20/60	1/1	+0	+5 or if Thrown +3	1d4 + 4
Crossbow, Hand Bolts: 50	P	30/120	1/1	+0	+3	1d6 + 1

Pack		
Items	Description	Equipped
Healing	Healer's Kit: 10	
Potion	Grants experience enough to go up one level; Will not work above 4	
Potion	Healing potion for 2d4 per dose; Doses: 6	
Trophy	Something small from something you killed	
Lute		
Clothing	Traveler's Clothes	x
Climbing Gear	Crowbar, hammer, 10 pitons, 50' rope	
Camping Gear	Map case & scrolls, fishing tackle, Bedroll, mess kit, tinderbox, 10 torches	
Food	Water skin; Rations: 10	

Coin & Treasure			
Platinum:	2	Silver:	10
Gold:	31	Copper:	10
Treasure:			

Appearance:

Background:

Ideals: Might: The strongest are meant to rule
Bonds: I suffer visions of a coming disaster and will do anything to prevent it.
Flaws: Violence is my answer to almost any challenge.