



CHARACTER			
NAME Level 5: Dmitri Khilkoff		PLAYER Scott David Gray	
CLASS/LEVEL Barbarian 5	ANCESTRY Human		EXPERIENCE 12
BACKGROUND Noble	ALIGNMENT Lawful Good		DEITY Irori
SIZE Medium	AGE 49	HEIGHT 70	WEIGHT 150
GENDER Male	HAIR Gray	EYES Blue	SKIN Fair
LANGUAGE(S) Common, Hallit, Skald			






SPEED, CLASS DC, AND HERO POINTS		
SPEED	CLASS DC	HERO POINTS
20 ft.	19	1

HIT POINTS		
MAXIMUM	CURRENT	TEMPORARY
78	78	0

SENSES					
	TOTAL	ABILITY MOD	T E M L	PROF	ITEM & MISC
Perception (Wis)	+6 =	+0	● ● ● ●	+6	+0

SAVING THROWS					
	TOTAL	ABILITY MOD	T E M L	PROF	ITEM & MISC
Fort (Con)	+9 =	+2	● ● ● ●	+6	+1
Ref (Dex)	+8 =	+2	● ● ● ●	+5	+1
Will (Wis)	+7 =	+0	● ● ● ●	+6	+1

ARMOR CLASS					
	TOTAL	ABILITY MOD	T E M L	PROF	ITEM & MISC
AC ARMOR CLASS	22 = 10	+2	● ● ● ●	+5	+5
TAC TOUCH ARMOR CLASS	20 = 10	+2	● ● ● ●	+5	+3

SKILLS						
	TOTAL	ABILITY MOD	T E M L	PROF	ITEM & MISC	
<input checked="" type="checkbox"/> ACROBATICS  (DEX)	+4 =	+2	● ● ● ●	+5	-3	
<input checked="" type="checkbox"/> ARCANA (INT)	+10 =	+4	● ● ● ●	+6	+0	
<input checked="" type="checkbox"/> ATHLETICS  (STR)	+7 =	+4	● ● ● ●	+6	-3	
<input type="checkbox"/> CRAFTING (INT)	+8 =	+4	● ● ● ●	+3	+1	
<input type="checkbox"/> DECEPTION (CHA)	+4 =	+0	● ● ● ●	+3	+1	
<input type="checkbox"/> DIPLOMACY (CHA)	+5 =	+0	● ● ● ●	+5	+0	
<input checked="" type="checkbox"/> INTIMIDATION (CHA)	+6 =	+0	● ● ● ●	+6	+0	
<input type="checkbox"/> MEDICINE (WIS)	+4 =	+0	● ● ● ●	+3	+1	
<input type="checkbox"/> NATURE (WIS)	+4 =	+0	● ● ● ●	+3	+1	
<input checked="" type="checkbox"/> NOBILITY LORE (INT)	+9 =	+4	● ● ● ●	+5	+0	
<input type="checkbox"/> OCCULTISM (INT)	+8 =	+4	● ● ● ●	+3	+1	
<input type="checkbox"/> PERFORMANCE (CHA)	+4 =	+0	● ● ● ●	+3	+1	
<input type="checkbox"/> RELIGION (WIS)	+4 =	+0	● ● ● ●	+3	+1	
<input type="checkbox"/> SOCIETY (INT)	+9 =	+4	● ● ● ●	+5	+0	
<input type="checkbox"/> STEALTH  (DEX)	+3 =	+2	● ● ● ●	+3	-2	
<input type="checkbox"/> SURVIVAL (WIS)	+4 =	+0	● ● ● ●	+3	+1	
<input type="checkbox"/> THIEVERY  (DEX)	+3 =	+2	● ● ● ●	+3	-2	
<input checked="" type="checkbox"/> Signature skill  Armor check penalty applies						

ACTIONS, REACTIONS AND ACTIVITIES	
<div> <div> <div></div> <div></div> </div> <div> <div></div> <div></div> </div> </div>	<p>Moment of Clarity</p> <p>While raging, Use an action with the concentrate trait of your choice.</p> <p>Rage (-1 AC, +3 damage, +7 temp HP, 3 /round)</p> <p>When raging gain -1 AC, +3 damage, +7 temp HP for 3 rounds.</p>

ABILITY SCORES		
	SCORE	ABILITY MOD
STR Strength	19	+4
DEX Dexterity	14	+2
CON Constitution	14	+2
INT Intelligence	18	+4
WIS Wisdom	10	+0
CHA Charisma	10	+0

RESONANCE POINTS				
MAXIMUM	CURRENT	OVERSPENT	CHA	LVL
5	4	0	+0	+5

WEAPONS	
NAME	WEAPON PROPERTIES
+1 bastard sword (Trained)	Melee +10 / +5 / +0
	Damage 2d12+4 S
	Critical 4d12+8
Dagger (Trained)	Traits Two-Hand d12
	Ranged +7 / +3 / -1 P, S
	Damage 1d4+4 P, S
	Critical 2d4+8
	Melee +9 / +5 / +1
Fist (Trained)	Damage 1d4+4 P, S
	Critical 2d4+8
	Traits Agile, finesse, thrown (10 ft.),
	Versatile S
Shortbow (Trained)	Melee +9 / +5 / +1
	Damage 1d4+4 B
	Critical 2d4+8
	Traits Agile, finesse, nonlethal, unarmed
	Ranged +7 / +2 / -3 P
Whip (Trained)	Damage 1d6 P
	Critical 2d6+1d10
	Traits Deadly d10
	Melee +9 / +4 / -1
	Damage 1d4+4 S
	Critical 2d4+8
	Traits Disarm, finesse, nonlethal, reach, trip

TRADITION SPELLS	
Cantrip	
Electric Arc (DC 19)	Unlimited Usage
Shield	Unlimited Usage
1st-level	
True Strike	Memorized x1

ACTIONS, REACTIONS AND ACTIVITIES	
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	Rage (-1 AC, +3 damage, +7 temp HP, 3 /round)
➤	When raging gain -1 AC, +3 damage, +7 temp HP for 3 rounds.

EQUIPMENT	
NAME	BULK
Weapons	
+1 bastard sword (Trained)	1
Dagger (Trained)	L
Fist (Trained)	
Shortbow (Trained)	1.26
Whip (Trained)	1
Armor	
+1 breastplate (Trained)	
AC Bonus (+10)	2
Speed Penalty (-5)	
Check Penalty (-3)	
Gear	
Backpack (44 @ 2.2 blk)	L
Bedroll	L
Belt pouch (1 @ 0 blk)	–
Caltrops	L
(10×) Candle	–
(10×) Chalk	–
Climbing kit	1
Clothing, fine (11 @ 4.1 blk)	–
Clothing, winter (empty)	–
Spellbook	1
Flint and steel	–
Material component pouch (empty)	L
Mirror	–
(3×) Rations (day)	0.3
Religious symbol, wooden	L
Satchel (1 @ 0.1 blk)	L
Sheath (1 @ 0.1 blk)	–
Sheath (1 @ 1 blk)	–
Sheath (1 @ 1.26 blk)	–
Signal Whistle	–
(10×) Torch	L
Waterskin	L
Writing set	L
Alchemical Items	
Antidote, standard	L
Antiplague, standard	L
(4×) Bravo's brew	0.4
Magic Items	
Bracers of missile deflection (1 /10 minutes)	L
Wand of longstrider (×10)	L
9/14 bulk	

WEALTH
0 cp   30 sp   0 gp   0 pp

OTHER			
WEAPON PROFICIENCIES		ARMOR PROFICIENCIES	
TRAINED WEAPON PROFICIENCIES All Simple Weapons, All Martial Weapons		TRAINED ARMOR PROFICIENCIES All Light Armor, All Medium Armor, Unarmored defense	
ABILITIES AND FEATS			
Acute Vision			
While raging, gain low-light vision and darkvision.			
Assurance (Athletics)			
Forgo rolling a Athletics check to instead use a result of 15.			
Courtly Graces			
Use Society Recall Knowledge to learn about etiquette, using the DC for Nobility Lore if lower, and use Society skill for all Nobility Lore checks.			
Critical Brutality			
Gain critical specialization effects when raging.			
Deny Advantage			
Not flat-footed vs. sensed/unseen foes unless they are higher level. Deny flanking bonus unless foe is higher level.			
Intimidating Glare			
You can use Demoralize with no penalty when a creature doesn't understand your language or can't hear you.			
Moment of Clarity			
While raging, Use an action with the concentrate trait of your choice.			
Quick Jump			
As a single action use High Jump or Long Jump.			
Rage (-1 AC, +3 damage, +7 temp HP, 3 /round)			
When raging gain -1 AC, +3 damage, +7 temp HP for 3 rounds.			
Raging Intimidation			
While raging, Demoralize action gains the rage trait.			
Rapid Mantel			
When you Leap and grab the edge of a surface, pull yourself up as part of your action.			
WEAPONS		AMMUNITION	
		ARMOR	
GEAR		SNARES	
		ALCHEMICAL ITEMS	
		MAGIC ITEMS	
EXPERIENCE POINTS		NOTES	
EXPERIENCE		NEXT LEVEL	
12 XP		15 XP	
Gained:			