Sunspot

Sun elf barbarian 5 - CR 2
Neutral Good Humanoid; Deity: **Waukeen**; Background:
Waterdhavian Noble; Height: **5' 5"**; Weight: **93lb.**

Ability	Score	Modifier	Saving Throw
STR STRENGTH	17	+3	+6
DEX DEXTERITY	16	+3	+3
CON CONSTITUTION	13	+1	+4
INT INTELLIGENCE	11	0	+0
WIS WISDOM	8	-1	-1
CHA CHARISMA	12	+1	+1

AC	16	Initiative	+3	Speed	40 ft

Proficiency	+3	Inspiration	

HP	45	HD	5d12	Death Saves	

Damage / Current HP | HD Used | Success/Fail

Number of Attacks	2

Glaive

Both hands: **+6**, **1d10+3 slashing** | Heavy, Reach, Two-Handed

Javelin

Main hand: **+6**, **1d6+3 piercing**
Ranged: **+6**, **1d6+3 piercing** | Rng: 30 ft./120 ft. Thrown

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Scale mail

+4 | Stealth Disadvantage

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

Passive Perception: 12

Other Proficiencies:
Tools: Playing card set (+3)
Weapons: Martial weapons; Simple weapons; Longbow; Longsword; Shortbow; Shortsword
Armor: Light armor; Medium armor; Shields

Special Abilities

Danger Sense
At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger.

Darkvision (60 feet)
Many creatures in fantasy gaming worlds, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of

Extra Attack
Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Fey Ancestry
You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Frenzy
Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one.

Kept In Style
While in the north your 'house' sees to all your every need.
Your signet covers most expenses in places such as inns, taverns, festhalls where they run a tab and settle accounts later.

Rage (3/long rest)
In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action.

Gear

Total Weight Carried: 59/255 lbs.,
(Maximum: 255 lbs)

Glaive	6 lbs
Javelin	2 lbs
Javelin	2 lbs
Javelin	2 lbs
Javelin	2 lbs
Money	-
Scale mail	45 lbs

Special Abilities

Reckless Attack
Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using

Trance
Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental

Racial Spells & Spell-Like Abilites

Green-Flame Blade

Tracked Resources

Inspiration	☐
Javelin	☐
Javelin	☐
Javelin	☐
Javelin	☐
Rage (3/long rest)	☐☐☐

Languages

Common	Elvish
Dwarvish	Giant

Other Spells & Powers

Feats, Bonus Spells:

Proficiencies Spells:

Experience & Wealth

Experience Points: **6500**/14000
Current Cash: **You have no money!**

Role Playing

Personality Trait: - Custom Personality Trait - - A custom personality trait - you can pick what it does.

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Ideal: - Custom Ideal - - A custom ideal - you can pick what it does.

Bond: - Custom Bond - - A custom bond - you can pick what it does.

Flaw: - Custom Flaw - - A custom flaw - you can pick what it does.