

## Junto



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

### Male Goliath Barbarian 3 - CR 1/2

Lawful Neutral; Atheist; Background: **Outlander**; Age: **31**;  
 Height: **7'**; Weight: **280lb.**; Eyes: **gray**; Hair: **none**; Skin:  
**gray**

Ability	Score	Modifier	Saving Throw
<b>STR</b> STRENGTH	17	+3	+5
<b>DEX</b> DEXTERITY	13	+1	+1
<b>CON</b> CONSTITUTION	15	+2	+4
<b>INT</b> INTELLIGENCE	12	+1	+1
<b>WIS</b> WISDOM	10	0	+0
<b>CHA</b> CHARISMA	8	-1	-1

**AC** 14    **Initiative** +1    **Speed** 30 ft

**Proficiency** +2    **Inspiration**

**HP** 32    **HD** 3d12    **Death Saves**

Damage / Current HP	HD Used	Success/Fail
<input type="text"/>	<input type="text"/>	<input type="text"/>

**Number of Attacks** 1

### Greataxe

Both hands: **+5, 1d12+3**    Heavy, Two-Handed  
**slashing**

### Handaxe

Main hand: **+5, 1d6+3** **slashing**    Rng: 20 ft./60 ft.  
 Ranged: **+5, 1d6+3** **slashing**    Light, Thrown

### Javelin

Main hand: **+5, 1d6+3** **piercing**    Rng: 30 ft./120 ft.  
 Ranged: **+5, 1d6+3** **piercing**    Thrown

### Chain shirt

+3

Skill Name	Total	Ability	Prof	Temp
<b>Acrobatics</b>	<b>+1</b>	DEX (1)	-	
<b>Animal Handling</b>	<b>+2</b>	WIS (0)	+2	
<b>Arcana</b>	<b>+1</b>	INT (1)	-	
<b>Athletics</b>	<b>+5</b>	STR (3)	+2	
<b>Deception</b>	<b>-1</b>	CHA (-1)	-	
<b>History</b>	<b>+1</b>	INT (1)	-	
<b>Insight</b>	<b>+0</b>	WIS (0)	-	
<b>Intimidation</b>	<b>+1</b>	CHA (-1)	+2	
<b>Investigation</b>	<b>+1</b>	INT (1)	-	
<b>Medicine</b>	<b>+0</b>	WIS (0)	-	
<b>Nature</b>	<b>+1</b>	INT (1)	-	
<b>Perception</b>	<b>+2</b>	WIS (0)	+2	
<b>Performance</b>	<b>-1</b>	CHA (-1)	-	
<b>Persuasion</b>	<b>-1</b>	CHA (-1)	-	
<b>Religion</b>	<b>+1</b>	INT (1)	-	
<b>Sleight of Hand</b>	<b>+1</b>	DEX (1)	-	
<b>Stealth</b>	<b>+1</b>	DEX (1)	-	
<b>Survival</b>	<b>+2</b>	WIS (0)	+2	

**Passive Perception: 12**

#### Other Proficiencies:

**Tools:** Hand Drum (+2)

**Weapons:** Martial weapons; Simple weapons; Unarmed strike

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

### Special Abilities

Bear  
 Danger Sense  
 Mountain Born  
 Path of the Totem Warrior  
 Powerful Build  
 Rage (3/long rest)  
 Reckless Attack  
 Spirit Seeker  
 Stone's Endurance (Reaction, 1/short rest)  
 Wanderer

## Gear

**Total Weight Carried: 39 lbs,  
(Maximum: 510 lbs)**

Chain shirt	20 lbs
Greataxe	7 lbs
Handaxe x2	2 lbs
Javelin x4	2 lbs
Money	-

## Tracked Resources

Handaxe	<input type="checkbox"/> <input type="checkbox"/>
Javelin	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Rage (3/long rest)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Stone's Endurance (Reaction, 1/short rest)	<input type="checkbox"/>

## Languages

Common	Halfling
Giant	

## Other Spells & Powers

Feats, Bonus Spells:

Proficiencies Spells:

Totem Warrior Abilities Spells:

## Experience & Wealth

Experience Points: **900/2700**

Current Cash: **You have no money!**

## Role Playing

**Personality Trait:** Pups - I am over protective of my friends.

**Personality Trait:** Wanderlust - I was driven to leave my home by wanderlust.

**Ideal:** Greater Good - The tribe benefits most when each person is responsible for generating the most happiness. (Good)

**Bond:** Family - The most important thing in my life is my family, clan or tribe, no matter how far away they are.

**Flaw:** Insult - I remember everyone who has ever insulted me and silently resent them.

: Pilgrim - Pilgrim