

Karlach



Class & Level

Barbarian 1

Player Name

Race

Tiefling

Background

Soldier

Exp. Points

Saving Throws

+4 STR +1 DEX +4 CON -1 INT +1 WIS +1 CHA

Skills

- Acrobatics (Dex) +1
- Animal Handling (Wis) +3
- Arcana (Int) -1
- Athletics (Str) +4
- Deception (Cha) +1
- History (Int) -1
- Insight (Wis) +1
- Intimidation (Cha) +3
- Investigation (Int) -1
- Medicine (Wis) +1
- Nature (Int) -1
- Perception (Wis) +3
- Performance (Cha) +1
- Persuasion (Cha) +1
- Religion (Int) -1
- Sleight of Hand (Dex) +1
- Stealth (Dex) +1
- Survival (Wis) +1

Light/Medium Armor, Shields
Martial Weapons, Simple Weapons

OTHER PROFICIENCIES

INSPIRATION

Name	Hit	Magic
Greataxe	+4	

Damage & Type 1d12+2 Slashing
Note Martial, Heavy, Two-Handed

Name	Hit	Magic
Unarmed Strike	+4	

Damage & Type 3 Bludgeoning
Note

Name	Hit	Magic

Damage & Type **Note**

Name	Hit	Magic

Damage & Type **Note**

ATTACKS & SPELLCASTING

Proficiency Bonus: +2

Constitution: 14 (+2)

Dexterity: 13 (+1)

Strength: 15 (+2)

Intelligence: 9 (-1)

Wisdom: 12 (+1)

Charisma: 12 (+1)

Initiative: +1

Armor Class: 13

Speed: 30

Shield: -

Current Hit Points: 14

Hit Point Maximum: 14

Temporary Hit Points: 1d12 1

Defenses: Resistances - Fire

Hit Dice

Successes: 0

Death Saves: 0

Failures: 0

Common, Infernal

Languages



Spells

Spellcasting Ability

Spell Save DC

Spell Attack Bonus

0

Cantrips

Thaumaturgy Inf.Legacy/30 ft./V1min/PHB 282

3

6

1

4

7

2

5

8

9

Equipment

Dice Set
Vehicles (Land)
Backpack
Bedroll
Mess kit
Tinderbox
10 Torches
10 Days of Rations
Waterskin
50 ft of Hempen Rope
4 Javelins
Clothes Common

Studded Leather
Greataxe



Attunement Item

Attunement Item

Attunement Item

Carried

Equipped

Features & Traits

Barbarian Features

Hit Points • PHB 47

Proficiencies • PHB 47

Rage • PHB 48

As a bonus action enter a rage for up to 1 minute (10 rounds).

You gain advantage on STR checks and saving throws (not attacks), +2 melee damage with STR weapons, resistance to bludgeoning, piercing, slashing damage. You can't cast or concentrate on spells while raging.

Your rage ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage as a bonus action.

| 2 / Long Rest • 1 Bonus Action

Unarmored Defence • PHB 48

While not wearing armour, your AC equals 10 + DEX modifier + CON modifier + any shield bonus.

Tiefling Racial Traits

Darkvision • BR 43

You can see in darkness (shades of gray) up to 60 ft.

Hellish Resistance • BR 43

You have resistance to fire damage.

Infernal Legacy • BR 43

You know the thaumaturgy cantrip. [3rd] You can cast hellish rebuke (2nd) once per long rest. [5th] You can cast darkness once per long rest. CHA is your spellcasting ability.

The old boss she worked for back in Baldur's Gate might have changed a lot in the last decade, but Karlach is sure he will still be up to the same old sins. She swears to put him through worse than Hell.

Hell isn't done with Karlach yet. Ever since reaching the Material Plane, she's found the engine in her body is behaving strangely. She wishes to make an ally of an infernal mechanic who can dial



But Zariel won't let her favourite soldier go so easily. She's sent scouts and hunters in search of her errant tiefling in hopes of bringing her back in one piece – or two, if needed.

Allies & Organizations

Karlach is overwhelmed by her good fortune at every turn: she had given up on leaving Hell, but now finds old scars might heal after all.

Personality Traits

Karlach hasn't lived in a long time, and feels she has a lot of catching up to do. Any experience, any sensation, any connection she can have will mean everything to her.

Ideals

The Archdevil Zariel still values Karlach as one of her prize inventions, and the engine in her body is a miraculous feat of engineering to a collector with a fine eye.

Bonds

Her own mechanical heart is what allows Karlach to turn any battle into wrath's inferno, but she burns herself up with no regard for her own life.

Flaws

Backstory

Fresh-escaped from Hell, Karlach is finally free of the Archdevil Zariel – but not from the infernal engine Zariel planted in her chest.

With her first taste of freedom in ten years, Karlach is eager to find a fix for the engine that's burning hotter and hotter before it burns her out completely. But even more premiere in her mind? Exploring, finding like-minded travelers, falling in love (or lust)... and taking revenge on the man who sold her to Zariel all those years ago.

