

Wuthal "Tramp" Agreluptara
 CHARACTER NAME

Barbarian 4 Druid 2 Hermit
 CLASS & LEVEL

Golgath
 RACE

CG
 ALIGNMENT

Ryan A.
 PLAYER NAME

EXPERIENCE POINTS

STRENGTH
 17
 +3

DEXTERITY
 12
 +1

CONSTITUTION
 18
 +4

INTELLIGENCE
 13
 +1

WISDOM
 14
 +2

CHARISMA
 12
 +1

INSPIRATION
 (3) Rage Damage +2

PROFICIENCY BONUS
 +2

SAVING THROWS
 Strength
 Dexterity
 Constitution
 Intelligence
 Wisdom
 Charisma

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

15
 ARMOR CLASS

+1
 INITIATIVE

30
 SPEED

Hit Point Maximum 43
 38
 CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total
 HIT DICE

SUCCESSES
 FAILURES
 DEATH SAVED

NAME
 Glaive +5 1d12 S
 Greatclub +5 1d8 B
 Javelin +5 1d6 P
 1x Greater Healing 4d4+4

Rage

ATTACKS & SPELLCASTING

Loyal
 Rambucious

PERSONALITY TRAITS

- Strong moral compass
 - Protective of friends

IDEALS

- Quick to form Bonds with others

BONDS

- Trust allows others to abuse Tramp.

FLAWS

PASSIVE WISDOM (PERCEPTION)

Common + Giant

OTHER PROFICIENCIES & LANGUAGES

Herbalism kit
 Scroll case of notes
 Winter blanket + explorer's pack

EQUIPMENT

- Stone's endurance
 ↳ Damage reduction 1d12+Con (1pr)

- Reckless Attack
 ↳ Advantage on Attack
 ↳ Advantage for Attackers

- Danger Sense
 ↳ Advantage on Dex ST if known

- Wolf (Totem Warrior)
 ↳ Advantage for allies attacking hostile w/ 5 feet or more

- Danger Sense
 ↳ Advantage on Dex ST if known

- Wolf
 ↳ Advantage on Dex ST if known

- Wolf
 ↳ Advantage on Dex ST if known

FEATURES & TRAITS



"Tramp"

CHARACTER NAME

23

AGE

6'8"

HEIGHT

320 lbs.

WEIGHT

Brown

EYES

Weathered

SKIN

Black

HAIR



CHARACTER APPEARANCE

- Born in a group of isolationist Goliath. While they are wary of outsiders they will trust Tramp.



NAME

SYMBOL

- Guest Member of Udran & Co. Travelling Circus & merchants

ALLIES & ORGANIZATIONS

Uthal was born into a group of quasi-lycantropic Barbarians. While he is a skilled fighter he was unable to transform into a true wolf. Tramp floats around picking up odd jobs. He's looyal with a strong moral compatt. He acts more like a stray dog than a wolf or a man

CHARACTER BACKSTORY

Dire Wolf (Transformation)
Str 17(+3) Dex 15(+2) Con(+2)
AC 14 HP 37 Speed 50ft
Perception +3 (Passive 13)
Stealth +4
Bite +5 (2d6+3)

ADDITIONAL FEATURES & TRAITS

TREASURE

Druid (Circle of the Moon)

SPELLCASTING
CLASS

SPELLCASTING
ABILITY

12
SPELL SAVE DC

+4
SPELL ATTACK
BONUS

0

CANTRIPS

Primal Savagery
Resistance

With my wolf's beast
benefits of animal but
with my human body
speak with animals
we can hear and
bark into and
bark

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

3

1

● Snare SPELL NAME

● Cure Wounds

● Absorb Elements

3

6

7

4

8

2

5

9

SPILLS: 11/07/21