

Ulfgar Sharptooth

CHARACTER NAME

Barbarian (Eagle Totem) Outlander

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Half Orc

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

+3

16

DEXTERITY

+2

14

CONSTITUTION

+3

16

INTELLIGENCE

-1

8

WISDOM

0

10

CHARISMA

0

10

INSPIRATION

+2

PROFICIENCY BONUS

- ☒ +5 Strength
- ☐ +2 Dexterity
- ☒ +5 Constitution
- ☐ -1 Intelligence
- ☐ 0 Wisdom
- ☐ 0 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ -1 Arcana (Int)
- ☒ +5 Athletics (Str)
- ☐ 0 Deception (Cha)
- ☐ -1 History (Int)
- ☐ 0 Insight (Wis)
- ☒ +2 Intimidation (Cha)
- ☐ -1 Investigation (Int)
- ☐ 0 Medicine (Wis)
- ☐ -1 Nature (Int)
- ☒ +2 Perception (Wis)
- ☐ 0 Performance (Cha)
- ☐ 0 Persuasion (Cha)
- ☐ -1 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☒ +4 Stealth (Dex)
- ☒ +2 Survival (Wis)

SKILLS

15

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum 25 35

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2/3

d12

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Greataxe

+5

d12+3

Handaxe

+5

d6+3

(Thrown)

+5

Rng 20/60

Rage: +2 damage on melee attacks while raging.

Reckless Attack: Advantage on attack rolls, attacks against you have advantage. (Declare before you roll.)

ATTACKS & SPELLCASTING

12

PASSIVE WISDOM (PERCEPTION)

Languages:

- Common
- Orc

OTHER PROFICIENCIES & LANGUAGES

CP

Greataxe
2 Hand Axes

SP

Explorer's Pack

CP

-- Backpack

CP

-- Bedroll

CP

-- Mess Kit

CP

-- Tinderbox

CP

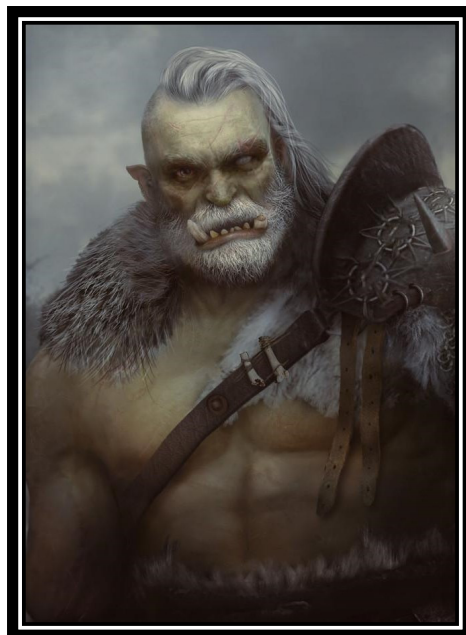
-- 10 Torches

CP

-- 50ft of rope

Wolf Fang Necklace

EQUIPMENT



Darkvision - 60ft

Relentless Endurance: When you are reduced to 0 hit points, you instead drop to one hit point. You cannot use this feature again until you have finished a long rest.

Savage Attacks: When you score a critical hit with a melee weapon attack, roll the weapon's damage dice an additional time and add it to the extra damage of the critical hit.

☐ ☐ Rage: On your turn, you can enter a rage as a bonus action. Your rage lasts for one minute. It ends early if your turn ends and you haven't taken damage or attacked a hostile creature since your last turn. While raging, you gain the following benefits:

- Advantage on Strength checks and Strength saving throws
 - +2 damage on attacks with melee weapons.
 - Resistance to bludgeoning, piercing, and slashing damage.
- Recharges on long rest.

Reckless Attack: 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, but attack rolls against you have advantage until your next turn.

Danger Sense: You have advantage on Dexterity saving throws against effects you can see.

Totem Spirit - Wolf: While you're raging, you friends have advantage on melee attack rolls against any creature within 5 feet of you.

Spirit Seeker: You can cast the following spells as rituals:

- Beast Sense: Touch a willing beast for 10 minutes, then see through its eyes for up to one hour.
- Speak with Animals

FEATURES & TRAITS