

# Agnar the Fluffy

CHARACTER NAME

Barbarian (Berserker) [9] Outlander

CLASS & LEVEL

BACKGROUND

Phoebe

PLAYER NAME

Dragonborn (Gold)

RACE

Chaotic Good

ALIGNMENT

48000

EXPERIENCE POINTS

STRENGTH

20

5

DEXTERITY

17

3

CONSTITUTION

17

3

INTELLIGENCE

13

1

WISDOM

16

3

CHARISMA

17

3

1

INSPIRATION

4

PROFICIENCY BONUS

- ☒ 9 Strength
- ☐ 3 Dexterity
- ☒ 7 Constitution
- ☐ 1 Intelligence
- ☐ 3 Wisdom
- ☐ 3 Charisma

SAVING THROWS

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

SKILLS

22

ARMOR CLASS

7

INITIATIVE

40'

SPEED

Hit Point Maximum 122

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 9

d12

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I once ran 25 miles non-stop to warn my pack of an attacking Orc horde, and would do it again.  
I was, in fact, raised by wolves.

PERSONALITY TRAITS

Change. Life is like the seasons, in constant change, and we must change with it.

IDEALS

I am the last of my tribe, and it is up to me to ensure thier names enter legend.

BONDS

Violence is my answer to almost any challenge.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Hazirawn	11	2d6+2 s + 2d6 nec
Frost Brand	9	2d6 s + 1d6 c
Great Sword	9	2d6 slash
Long Sword	9	1d8 slash
Greataxe	9	1d12 slash
Great Sword	9	2d6 slash
Long Bow +1	8	1d8 pierce
Javelin	7	1d6 pierce
Daggers	7	1d4 pierce

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Light & medium armour  
Simple & martial weapons  
Shields  
Perception  
Intimidation  
Athletics  
Survival  
Nature  
Bagpipes  
Wanderer  
Draconic  
Wolf  
Common

OTHER PROFICIENCIES & LANGUAGES

CP Greataxe  
2 Great Swords  
2 Handaxes  
4 Javelins  
Long bow +1  
Staff  
EP Pack  
Shield (+2 AC)  
Breast plate armour  
GP Long Sword  
Longbow  
RP Winged Boots

23

EQUIPMENT

Fire breath weapon: (1/short rest)  
15' cone, DC 8+Con+Prf (13)  
3d6 damage, half on save  
Damage resistance to fire (1/2 damage)  
Rage (4): Cannot wear heavy armour  
Advantage on Str checks and saves  
+3 to damage  
Resistance to pierce, bludgeon and slash  
Lasts 1 minute.  
Unarmoured defence:  
AC 10+Dex+Con (16)  
Can use shield.  
Reckless Attack:  
Advantage on Strength attacks for 1 turn  
Foes also have advantage against you  
Danger Sense:  
Advantage on Dex saves vs effects that you can see, as long as not blinded, deafened or incapacitated.  
Frenzy (optional while raging):  
Can make melee attack on bonus action  
Suffer one level exhaustion when rage ends  
Dual Wielder:  
+1 to AC when fighting with 2 weapons  
You can use heavy one-handed weapons for 2 weapon fighting  
You can stow or draw 2 weapons in the same time as it takes for 1  
Fast action: Increase speed by 10' per round  
Extra attack: You can attack twice, instead of once, whenever you take an Attack action on your turn  
Mindless Rage: You cannot be charmed or frightened while raging. If you are charned or frightened when you enter your rage, the effect is suspended for the duration of rage.  
Feral Instinct:  
Your instincts are so honed you have advantage

FEATURES & TRAITS



## Agnar the Fluffy

CHARACTER NAME

15

AGE

6' 10"

HEIGHT

91kg (197 lbs)

WEIGHT

Black

EYES

Golden

SKIN

None

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

TREASURE

on initiative rolls.

Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else that turn.

Charger:

When you use your action to Dash, you can use a bonus action to make one melee attack or to shove a creature.

If you move at least 10' in a straight line immediately before taking this bonus action, you either gain a +5 bonus to the attack's damage roll, or push the target up to 10 feet away from you.

Brutal Critical:

Roll an additional damage dice when determining the extra damage for a critical hit with a melee attack.

ADDITIONAL FEATURES & TRAITS

Dancing Greatsword

Frost Brand Greatsword, +1d6 cold damage

Vicious Greatsword. +7 damage on a critical.

Boots of Flying

Hazirawn: A sentient (NE) greatsword. Speaks Common and Netherese. If not attuned, is +1 to hit and damage and does an extra +1d6 necrotic damage on a hit.

If attuned, is +2 to hit and damage and does +2d6 necrotic damage, and has the wounding property - any creature you hit can't regain hit points for 1 minute (DC 15 Con save).

Also can cast spells. 4 charges, regains 1d4 charges at midnight.

1 charge: Detect Magic, Detect Evil and Good.

2 charges: Detect Thoughts.

Ring of Protection (+1 to AC and saves)



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Backpacks can hold no more than 30 lbs of gear.

Note weight of items to not exceed the packs 30lbs limit.

Note the quantity of certain items for quick reference.

Your treasure pouch is not part of your backpack so its weight will not count.

### Backpack



#### Flap Pouch

Waterskin

Rations (3 days)

#### Small Pocket 1

#### Small Pocket 2

Lamp

Tinder box

#### Small Pocket 3

Climbers kit

#### Small Pocket 4

#### Middle Pouch

Hunting Trap

Bed Roll	1
Rope	150'
Ammo	40 Arrows, 4 Daggers
Torches	3

#### Treasure Purse

Copper = 704

Silver = 152

Electrum =

Gold = 38

Platinum =

#### Additional Treasure

Clothes

Bagpipes

4 artistic talismans (50, 60, 70, 100gp)

Tent

#### Main Pouch