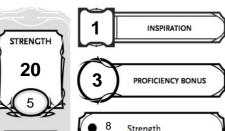


Barbarian (Beserker) [8] Outlander Phoebe BACKGROUND PLAYER NAME CLASS & LEVEL

14000 Dragonborn (Gold) Chaotic Good

ALIGNMENT EXPERIENCE POINTS



DEXTERITY

17

3

CONSTITUTION

17

INTELLIGENCE

WISDOM

16

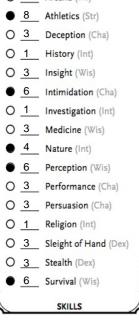
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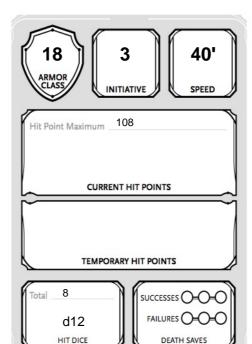
CHARISMA

17









ATK BONUS	DAMAGE/TYPE
8	2d6 slash
8	2d6 s + 1d6 c
8	1d8 slash
8	1d12 slash
8	1d6 slash
7	1d8 pierce
6	1d6 pierce
	8 8 8 8 8 7

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

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

+2 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:

on your turn

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

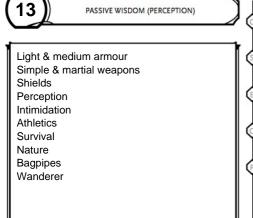
You can stow or draw 2 weapons in the same time as it takes for 1

Fast action: Increase speed by 10' per round Extra attack: You can attack twice, instead of once, whenever you take an Attack action

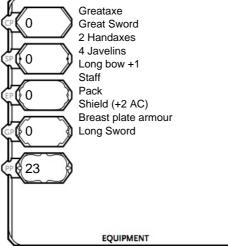
Mindless Rage: You cannot be charmed or frightened while raging. If you are charned or frightened when you enter your rage, the effect is suspended for the duration of rage. Feral Instinct:

Your instincts are so honed you have advantage

FEATURES & TRAITS



OTHER PROFICIENCIES & LANGUAGES







Agnar the Fluffy

CHARACTER NAME

Backpacks can hold no more then 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.





	Small Pocket 1	
		-
	Small Pocket 2	
Lamp		
Tinder	box	
	Small Pocket 3	
Climb	ers kit	

Flap Pouch	
Waterskin	
Rations (3 days)	
)

	Middle Pouch
Hunting Trap	

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

	Treasure Purse
Copper =	704
Silver =	152
Electrum =	0
Gold =	38
Platinum =	0
	Additional Treasure

Clothes
Bagpipes
4 artistic talismans (50, 60, 70, 100gp)
Tent

Small Pocket 4

Main Pouch