

Barbarian (Beserker) [4] Outlander Phoebe
CLASS & LEVEL BACKGROUND PLAYER NAME

Dragonborn (Gold) Chaotic Good 900

CE ALIGNMENT EXPERIENCE POINTS



17

3

CONSTITUTION

17

INTELLIGENCE

WISDOM

16

3

CHARISMA

17

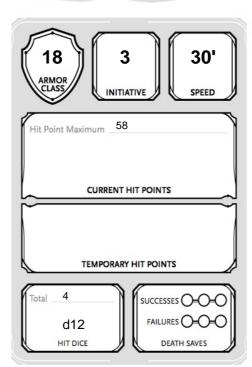






SKILLS

PASSIVE WISDOM (PERCEPTION)



NAME	ATK BONUS	DAMAGE/TYPE
Great Sword	7	2d6 slash
Long Sword	7	1d8 slash
Greataxe	7	1d12 slash
Handaxe	7	1d6 slash
Javelin	5	1d6 pierce
ATTAC	KS & SPELLC	ASTING

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:

15' cone, DC 8+Con+Prf (13)

2d6 damage, half on save

Damage resistance to fire (1/2 damage)

Rage (3): 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:

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

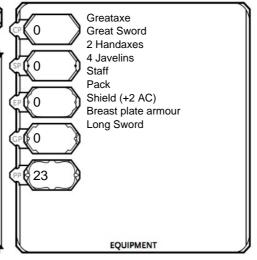
You can use heavy one-handed weapons for 2 weapon fighting

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

FEATURES & TRAITS

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

OTHER PROFICIENCIES & LANGUAGES







Agnar the Fluffy

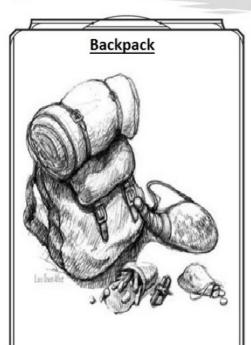
CHARACTER NAME

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.





Clothes Bagpipes

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 =	0	
Silver =	0	
Electrum =	0	
Gold =	0	
Platinum =	0	

Main	Pouch Pouch