

Agnar the Fluffy

CHARACTER NAME

Barbarian (Berserker) [4] Outlander

CLASS & LEVEL

BACKGROUND

Phoebe

PLAYER NAME

Dragonborn (Gold)

RACE

Chaotic Good

ALIGNMENT

900

EXPERIENCE POINTS

STRENGTH

20

5

DEXTERITY

17

3

CONSTITUTION

17

3

INTELLIGENCE

13

1

WISDOM

16

3

CHARISMA

17

3

1

INSPIRATION

2

PROFICIENCY BONUS

- 7 Strength
- 3 Dexterity
- 5 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)
- 5 Intimidation (Cha)
- 1 Investigation (Int)
- 3 Medicine (Wis)
- 3 Nature (Int)
- 5 Perception (Wis)
- 3 Performance (Cha)
- 3 Persuasion (Cha)
- 1 Religion (Int)
- 3 Sleight of Hand (Dex)
- 3 Stealth (Dex)
- 5 Survival (Wis)

SKILLS

18

ARMOR CLASS

3

INITIATIVE

30'

SPEED

Hit Point Maximum 58

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 4

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
Great Sword	7	2d6 slash
Long Sword	7	1d8 slash
Greataxe	7	1d12 slash
Handaxe	7	1d6 slash
Javelin	5	1d6 pierce

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

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

OTHER PROFICIENCIES & LANGUAGES

CP 0
SP 0
EP 0
GP 0
PP 23

Greataxe
Great Sword
2 Handaxes
4 Javelins
Staff
Pack
Shield (+2 AC)
Breast plate armour
Long Sword

EQUIPMENT

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



Agnar the Fluffy

CHARACTER NAME

15

AGE

6' 10"

HEIGHT

91kg (197 lbs)

WEIGHT

Black

EYES

Golden

SKIN

None

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



Agnar the Fluffy

CHARACTER NAME

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

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 = 0

Silver = 0

Electrum = 0

Gold = 0

Platinum = 0

Additional Treasure

Clothes
Bagpipes

Main Pouch