

Barbarian (Beserker) [9] Outlander Phoebe BACKGROUND PLAYER NAME **CLASS & LEVEL**

Dragonborn (Gold) Chaotic Good

ALIGNMENT EXPERIENCE POINTS



17

3

CONSTITUTION

17

INTELLIGENCE

3 Dexterity Constitution 1 Intelligence O 3 Wisdom O 3 Charisma SAVING THROWS



7 Intimidation (Cha) O 1 Investigation (Int) O 3 Medicine (Wis) 5 Nature (Int) 7 Perception (Wis) O 3 Performance (Cha) O 3 Persuasion (Cha)

INITIATIVE SPEED 122 Hit Point Maximum **CURRENT HIT POINTS** TEMPORARY HIT POINTS 9 SUCCESSES O=O=C

d12

HIT DICE

FAILURES O-O-C

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Hazirawn	11	2d6+2 s + 2d6 ne
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

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

48000

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 ne
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
ATTA	CKS & SPELLC	ASTING

WISDOM 16 3 CHARISMA O 1 Religion (Int) 17 O 3 Sleight of Hand (Dex) O 3 Stealth (Dex) 7 Survival (Wis) SKILLS

PASSIVE WISDOM (PERCEPTION)

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

Greataxe 2 Great Swords 2 Handaxes 4 Javelins Long bow +1 Staff Pack Shield (+2 AC) Breast plate armour Long Sword Longbow 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

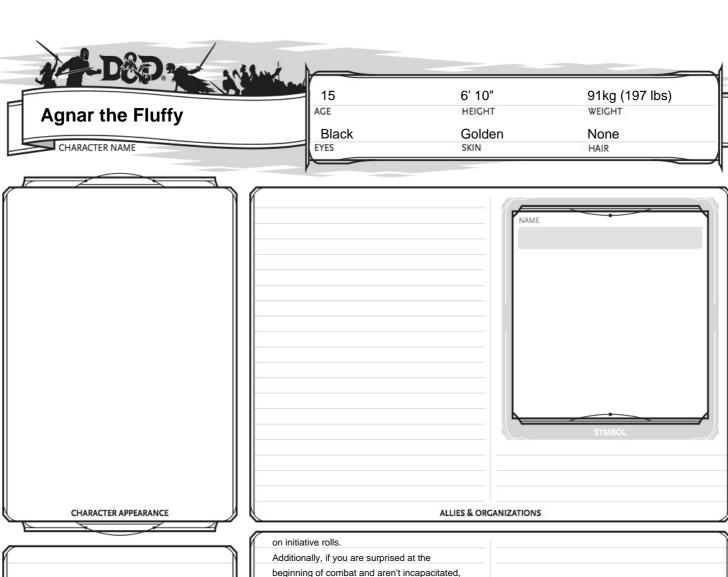
You can stow or draw 2 weapons in the same time as it takes for 1

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



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 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 1 charge: Detect Magic, Detect Evil and Good. Frost Brand Greatsword, +1d6 cold damage 2 charges: Detect Thoughts. Vicious Greatsword. +7 damage on a critical. Ring of Protection (+1 to AC and saves) 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. TREASURE

CHARACTER BACKSTORY



Agnar the Fluffy

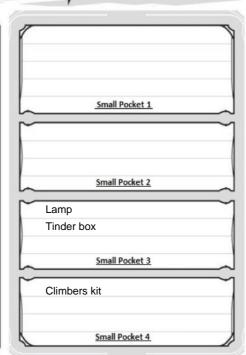
CHARACTER NAME

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.

Backpack





Flap Pouch	
Waterskin	
Rations (3 days)	

	Middle Pouch
Hunting Trap	
2.20	

1		
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