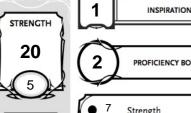


Barbarian (Beserker) [3] Outlander Phoebe CLASS & LEVEL BACKGROUND PLAYER NAME

900 Dragonborn (Gold) Chaotic Good

ALIGNMENT

EXPERIENCE POINTS



DEXTERITY

17

3

CONSTITUTION

17

INTELLIGENCE

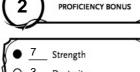
WISDOM

16

3

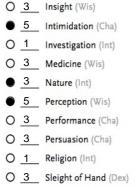
CHARISMA

17



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





O 3 Stealth (Dex)

Survival (Wis)

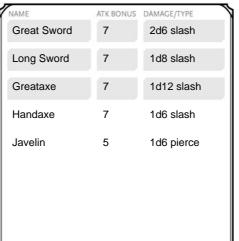
SKILLS





d12

HIT DICE



ATTACKS & SPELLCASTING

FAILURES O-O-

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

Fire breath weapon:

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

2d6 damage, half on save

Damage resistance to fire (1/2 damage)

Rage (2): 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

PASSIVE WISDOM (PERCEPTION)

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

OTHER PROFICIENCIES & LANGUAGES





