

Oros Yarjeret

CHARACTER NAME

Barbarian 2

CLASS & LEVEL

Dragonborn

RACE

Outlander

BACKGROUND

Chaotic Good

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH
16
+3

DEXTERITY
12
+1

CONSTITUTION
15
+2

INTELLIGENCE
10
0

WISDOM
8
-1

CHARISMA
14
+2

INSPIRATION

+2 **PROFICIENCY BONUS**

SAVING THROWS

- +5 Strength
- Dexterity
- +4 Constitution
- Intelligence
- Wisdom
- Charisma

SKILLS

- Acrobatics (Dex)
- Animal Handling (Wis)
- Arcana (Int)
- +5 Athletics (Str)
- Deception (Cha)
- History (Int)
- Insight (Wis)
- +4 Intimidation (Cha)
- Investigation (Int)
- Medicine (Wis)
- Nature (Int)
- +1 Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- Religion (Int)
- Sleight of Hand (Dex)
- DIS Stealth (Dex)
- +1 Survival (Wis)

15 **ARMOR CLASS**

+1 **INITIATIVE**

30 **SPEED**

Hit Point Maximum _____

23 **CURRENT HIT POINTS**

Rage: 2 + 2

TEMPORARY HIT POINTS

Total _____

2 **HIT DICE**

SUCCESSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Greatsword	+5	2d6+3 S
Javelin	+5	1d6+3 P
HandAxe	+5	1d6+3 S

Javelins 30/120
Axes (Light - Two Weapon) 20/60

ATTACKS & SPELLCASTING

I watch over my friends as if they were a litter of newborn pups

PERSONALITY TRAITS

It is each person's responsibility to make the most happiness for the whole tribe.

IDEALS

My clan is the most important thing in my life, even when they are far from me.

BONDS

I am slow to trust members of other races, tribes, and societies.

FLAWS

PASSIVE WISDOM (PERCEPTION)

Common - Draconic - Giant

Musical Instrument:
Horn/Trumpet

OTHER PROFICIENCIES & LANGUAGES

Scale Mail

4 Javelins

Staff

2 Hand Axes

10

Explorer's Pack

Hunting Trap

Traveler's Clothes

EQUIPMENT

Silver Dragon Ancestry
BREATH WEAPON once per short or long rest:
- Exhale 15ft Cone of Cold.
- 2d6 Cold Damage
- DC 12: (8 + CON + PROF)

Resistant to COLD Damage

RAGE
- Bonus Action - lasts 1 minute, end as a Bonus Action. Ends if unconscious, haven't attacked hostile creature since last turn or taken damage since then.
- ADV STR Checks and Saves
- When attack with melee weapon using STR, add Rage Damage Bonus
- Resistant to B, P, and S Damage
- Finish Long Rest to replenish Rages

Unarmored Defense
- AC is 10 + DEX + CON + Shield when not wearing armor

Reckless Attack
- First attack on my turn, ADV on Melee Weapon attacks using STR, but attack rolls against have ADV until next turn

Danger Sense
- ADV on DEX Saves against effects I can see (traps, spells) unless blinded, deafened or incapacitated

FEATURES & TRAITS



18	6'5	280
AGE	HEIGHT	WEIGHT
Powder Blue	Steel / Silver	White
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

Outlander Background - Hunter-Gatherer Wanderer

- Excellent memory of maps and geography being able to recall general layout of terrain and settlements.
- Also, if the land offers, can find Fresh Food/Water for up to 5 people. Berries, Water, Small Game, etc.

TREASURE



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

Blank lines for writing cantrips.

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1

SPELL NAME

PREPARED

Table for spell preparation with columns for spell level, slots total, slots expended, spell name, and prepared status.

2

Table for spell preparation for level 2 spells.

3

Table for spell preparation for level 3 spells.

4

Table for spell preparation for level 4 spells.

5

Table for spell preparation for level 5 spells.

6

Table for spell preparation for level 6 spells.

7

Table for spell preparation for level 7 spells.

8

Table for spell preparation for level 8 spells.

9

Table for spell preparation for level 9 spells.

SPELLS KNOWN