

Oros Yarjeret

CHARACTER NAME

Wild Soul Barbarian 7

CLASS & LEVEL

Dragonborn

RACE

Outlander

BACKGROUND

Chaotic Good

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

16

+3

DEXTERITY

12

+1

CONSTITUTION

16

+3

INTELLIGENCE

10

0

WISDOM

8

-1

CHARISMA

14

+2

INSPIRATION

+3

PROFICIENCY BONUS

- +6 Strength
- Dexterity
- +6 Constitution
- Intelligence
- Wisdom
- Charisma

SAVING THROWS

- Acrobatics (Dex)
- Animal Handling (Wis)
- Arcana (Int)
- +6 Athletics (Str)
- Deception (Cha)
- History (Int)
- Insight (Wis)
- +5 Intimidation (Cha)
- Investigation (Int)
- Medicine (Wis)
- Nature (Int)
- +2 Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- Religion (Int)
- Sleight of Hand (Dex)
- DIS Stealth (Dex)
- +2 Survival (Wis)

SKILLS

PASSIVE WISDOM (PERCEPTION)

Common - Draconic - Giant

Musical Instrument:  
Horn/Trumpet

OTHER PROFICIENCIES & LANGUAGES

15

ARMOR CLASS

+1

INITIATIVE

40

SPEED

Hit Point Maximum

75

CURRENT HIT POINTS

RAGE: 4/day + 2 DMG

TEMPORARY HIT POINTS

Total

7

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

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

NAME ATK BONUS DAMAGE/TYPE

Greatsword +6 2d6+3 S

Javelin +6 1d6+3 P

HandAxe +6 1d6+3 S

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

ATTACKS & SPELLCASTING

Silver Dragon Ancestry  
BREATH WEAPON once per short or long rest:  
- Exhale 15ft Cone of Cold.  
- 3d6 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

Extra Attack

- May attack twice during Attack Action

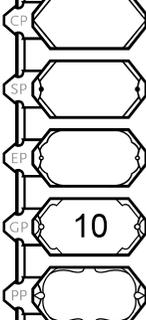
Fast Movement

- Speed increases by 10' if not wearing heavy armor

Feral Instinct

- ADV on Initiative Rolls
- If surprised, can act normally on first turn as long as you enter Rage before doing anything else

FEATURES & TRAITS



Scale Mail  
4 Javelins  
Staff  
2 Hand Axes

Explorer's Pack  
Hunting Trap  
Traveler's Clothes

EQUIPMENT



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

CHARACTER NAME

CHARACTER APPEARANCE

**FEAT - DRAGON FEAR:**  
 When angered, can radiate menace.  
 - Can use Breath Weapon to Roar, instead of Cone of Cold, forcing each creature of your choice within 30 feet of you to make a WIS Save (DC 8 + PROF + CON)  
 If Fail... Become Frightened of me for 1 minute.  
 If the frightened target takes damage, it can repeat the SAVE  
 - Target auto succeed if can't hear or see you

ALLIES & ORGANIZATIONS

NAME

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SYMBOL

**WILD SURGE TABLE**

1 Necrotic energy bursts from you. Each creature within 30 feet of you takes 1d10 necrotic damage, and you gain temporary hit points equal to the sum of the necrotic damage dealt to the creatures.

2 You teleport up to 20 feet to an unoccupied space you can see. Until your rage ends, you can activate this effect again on each of your turns as a bonus action.

3 You conjure 1d4 intangible spirits that look like flumphs in unoccupied spaces within 30 feet of you. Each spirit immediately flies 30 feet in a random direction. At the end of your turn, all spirits explode and each creature within 5 feet of one or more of them must succeed on a Dexterity saving throw or take 2d8 force damage.

4 Arcane energy enshrouds you. Until your rage ends, you gain a +2 bonus to AC, and whenever a creature within 10 feet of you hits you with an attack, that creature takes force damage equal to your Constitution modifier.

5 Plant life temporarily grows around you: until your rage ends, the ground within 10 feet of you is difficult terrain.

6 Arcane energy taps into the minds of those around you. Each creature within 30 feet of you must succeed on a Wisdom saving throw or you see a glimpse of the creature's thoughts, learning how it plans to attack you. As a result, the creature has disadvantage on attack rolls against you until the start of your next turn.

7 Shadows weave around a weapon of your choice you are holding. Until your rage ends, your weapon deals psychic damage instead of its bludgeoning, slashing, or piercing damage, and it gains the light and thrown properties with a normal range of 20 feet and a long range of 60 feet. If you drop the weapon or throw it, the weapon dissipates and reappears in your hand at the end of your turn.

8 A beam of brilliant light lances from your chest in a 5-foot-wide, 60-foot-long line. Each creature in the line must succeed on a Constitution saving throw or take 2d8 radiant damage and be blinded until the start of your next turn.

CHARACTER BACKSTORY

**LINGERING MAGIC**  
 Can cast Detect Magic without using spell slots or components  
 - CON is spellcasting ability. Faintly Glow a color corresponding to the school of magic detected  
 - Can be used number of times per day equal to CON modifier

**WILD SURGE**  
 - Magic Erupts from me. Roll d8 on Chart. If SAVE required 8 + PROF + CON

**MAGIC RESERVES**  
 - Take an action to touch a creature - roll 1d4. The creature recovers an expended spell slot of a level equal to the number rolled. If they cannot recover a spell slot of that level, they instead gain temporary hit points equal to 5 times the number rolled.  
 - You take FORCE DMG equal to five times the number rolled

**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.

ADDITIONAL FEATURES & TRAITS

TREASURE



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0 CANTRIPS

Lined area for cantrip details

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

PREPARED SPELL NAME

2

Lined area for spell details

3

Lined area for spell details

4

Lined area for spell details

5

Lined area for spell details

6

Lined area for spell details

7

Lined area for spell details

8

Lined area for spell details

9

Lined area for spell details

SPELLS KNOWN