

Holg

CHARACTER NAME

Barbarian 3rd

Half-Orc

RACE

Outlander

BACKGROUND

CG

ALIGNMENT

PLAYER NAME

900

EXPERIENCE POINTS

STRENGTH

17

+3

DEXTERITY

13

+1

CONSTITUTION

19

+4

INTELLIGENCE

12

+1

WISDOM

12

+1

CHARISMA

10

0

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

- +5 Strength
- +1 Dexterity
- +6 Constitution
- +1 Intelligence
- +1 Wisdom
- 0 Charisma

SKILLS

- +1 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +1 Arcana (Int)
- +5 Athletics (Str)
- 0 Deception (Cha)
- +1 History (Int)
- +1 Insight (Wis)
- +2 Intimidation (Cha)
- +1 Investigation (Int)
- +1 Medicine (Wis)
- +3 Nature (Int)
- +3 Perception (Wis)
- 0 Performance (Cha)
- 0 Persuasion (Cha)
- +1 Religion (Int)
- +1 Sleight of Hand (Dex)
- +1 Stealth (Dex)
- +3 Survival (Wis)

15

ARMOR CLASS

+1

INITIATIVE

30'

SPEED

Hit Point Maximum 38

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d12

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME ATK BONUS DAMAGE/TYPE

- Greataxe +5 1d12 slashing
- Handaxe +5 1d6 slashing
- Javelin +5 1d6 piercing

Greataxe - Heavy, 2-handed
Handaxe - Light, thrown (20/60)
Javelin - Thrown (30/120)

ATTACKS & SPELLCASTING

I see signs, omens + portents in the world given to me by my ancestors.

PERSONALITY TRAITS

I have a soft spot for those creatures that are helpless.

IDEALS

I suffer awful visions of coming disaster and must do anything to prevent it.

BONDS

I am too enamored of ale, wine, + other intoxicants.

FLAWS

13 PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Armor: Light Armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: Lyre

Saving Throws: Strength, Constitution

Skills: Athletics, nature, perception, survival, intimidation

Languages: Common, Orc, Elvish

OTHER PROFICIENCIES & LANGUAGES

80

- Greataxe
- 2 handaxes
- Javelin (4)
- Explorer's Pack: backpack, bedroll, mess kit, tinderbox, 10 torches, 10 days rations, + waterskin
- 50' hempen rope
- Lyre
- Staff
- Hunting Trap + Trophy of wolf's paw
- Traveler's clothes
- Belt + Pouch
- Totem of 3 stones of ancestors

EQUIPMENT

Racial Abilities:

Darkvision: 60'

Menacing: Proficient in Intimidation

Relentless Endurance: When reduced to 0 HP but not dead, can go to 1 HP; must use long rest

Savage Attacks: On crit. hit can add 1 extra die of wpa's dmg.

Languages: Common, Orc

Outlander Abilities:

Skill Proficiency: Athletics + Survival

Tool Proficiency: Lyre

Languages: +1

Barbarian Abilities:

Rage: (2x at +2); can enter as bonus action; Gain Adv. on Strength checks + Strength saving throws; When attacking using Strength as melee gain bonus to dmg.; Resistance to bludgeoning, piercing, + slashing dmg.

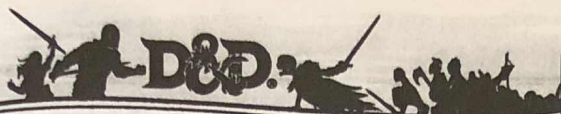
Unarmored Defense: AC = 10 + Dex mod + Const mod

Reckless Attack: on first attack on your turn, may make reckless attack; gain advantage on attack rolls using strength; foe gains advantage on attacks against you.

Danger Sense: Gain Advantage on Dexterity Saving Throws

(see other side)

FEATURES & TRAITS



AGE	20	HEIGHT	6'5"	WEIGHT	220
EYES	Black	SKIN	Gray	HAIR	Black

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

I was born + raised among the Barbarians of the High Moor. My father was a half-orc and my mother a human. When I was young, I was struck by lightning and began to be visited by my ancestors - both human and orc.

While I am covered in tribal tattoos they all connect to the large eye on my back - the Eye of Groumsh.

I believe that it is taboo to disturb the bones of ancestors.

One of my ancestors, Dargash of the Blood Guard came to me and showed me the Orc Stones, 3 stones representing my ancestors. The stones were being neglected by my Orc kin so I stole them. They caught me but I got away with them.

My current adventuring partner is an Elven Ranger from the Misty Forest.

ADDITIONAL FEATURES & TRAITS

Barbarian Abilities (Cont.):
Primal Path (Path of the Ancestral Guardian):
Ancestral Protectors: Spectral, Ancestor warriors appear when raging; they focus on the first target you hit; foe has disadvantage on any attacks other than you; the victim of foe's attack also gains resistance to the dmg dealt by foe.

TREASURE