

Amora Wolfborn

CHARACTER NAME

Barbarian/Path of Berserker 8 Outlander (Tribal Marauder) Crawl IV GenCon 2016

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Half-Orc

Chaotic Neutral

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH
20
+5

DEXTERITY
13
+1

CONSTITUTION
16
+3

INTELLIGENCE
8
-1

WISDOM
10
0

CHARISMA
12
+1

INSPIRATION

+3 PROFICIENCY BONUS

SAVING THROWS

- +8 Strength
- +1 Dexterity
- +6 Constitution
- 1 Intelligence
- 0 Wisdom
- +1 Charisma

SKILLS

- +1 Acrobatics (Dex)
- 0 Animal Handling (Wis)
- 1 Arcana (Int)
- +8 Athletics (Str)
- +1 Deception (Cha)
- 1 History (Int)
- 0 Insight (Wis)
- +4 Intimidation (Cha)
- 1 Investigation (Int)
- 0 Medicine (Wis)
- +2 Nature (Int)
- +3 Perception (Wis)
- +1 Performance (Cha)
- +1 Persuasion (Cha)
- 1 Religion (Int)
- +1 Sleight of Hand (Dex)
- +1 Stealth (Dex)
- +3 Survival (Wis)

14 ARMOR CLASS

+1 INITIATIVE

40 SPEED

Hit Point Maximum **99**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **8** HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I was, in fact, raised by wolves I watch over my friends as if they were a litter of newborn pups

PERSONALITY TRAITS

GLORY. I must earn glory in battle, for myself and my clan

IDEALS

It is my duty to protect children to sustain the tribe

BONDS

It is my duty to protect children to sustain the tribe

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
+1 Greataxe	+9	1d12 +5/+7* slashing
Javelin of Lightning**	+8	1d8 + 5/+7* piercing
Javelin (Melee)	+8	1d8 +5/+7* piercing
Handaxe (Thrown; 2)	+8	1d6 +5/+7* slashing
Handaxe (Melee; 2)	+8	1d6 +5/+7* slashing

* when Raging

**When you speak a command word to the Javelin before throwing, you hit all creatures in a line (5 feet wide and up to 120 feet to the target) for 4d6 Lightning damage (DC 13 Dexterity save for half). Then roll a ranged weapon attack to hit the target for normal Javelin damage PLUS 4d6 Lightning damage

ATTACKS & SPELLCASTING

(Half Orc)

Darkvision
You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Relentless Endurance.
When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks.
When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit

(Barbarian)

Rage (4/Long Rest)
On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor: * You have advantage on Strength checks and Strength saving throws. * When you make a melee weapon attack using Strength, you gain a +2 bonus to the damage roll * You have resistance to bludgeoning, piercing, and slashing damage. If you are able to cast spells, you can't cast them or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times shown for your barbarian level in the Rages column of the Barbarian table, you must finish a long rest before you can rage again.

Unarmored Defense.
While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit

Reckless Attack.
Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Danger Sense.
At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

FEATURES & TRAITS

13 PASSIVE WISDOM (PERCEPTION)

Languages. Orc, Common, Goblin

Weapon. Simple, Martial

Armor. Light, Medium, Shields

Tools. Horn

OTHER PROFICIENCIES & LANGUAGES

Potion of Fire Breath (1: O)

Potion of Healing (2: O O)

Javelin of Lightning

EXPLORER'S PACK: backpack, bedroll, mess kit, tinderbox, 10 torches, 10 days rations, waterskin, 50' hemp rope

Hunting Trap

Traveler's Clothes

Horn

EQUIPMENT



Amora Wolfborn

CHARACTER NAME

22 years

AGE

6'2"

HEIGHT

185 lbs.

WEIGHT

Violet
EYES

Dark gray
SKIN

Jet Black
HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE

NAME

SYMBOL

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Fast Movement

Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

Feral Instinct

At 7th level, you gain advantage on initiative rolls, and, if you are surprised at the 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 on that turn.

Frenzy

Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion (as described in appendix A).

Mindless Rage

Beginning at 6th level, you can't be charmed or frightened while raging. If you are charmed or frightened when you enter your rage, the effect is suspended for the duration of the rage.

GEAR AND MAGIC ITEMS

Javelin of Lightning

This javelin is a magic weapon. When you hurl it and speak its command word, it transforms into a bolt of lightning, forming a line 5 feet wide that extends out from you to a target within 120 feet. Each creature in the line excluding the target must make a DC 13 Dexterity saving throw, taking 4d6 lightning damage on a failed save (half damage on a successful one). The lightning bolt turns back into a javelin when it reaches the target. Make a ranged weapon attack against the target. On a hit, the target takes damage from the javelin plus 4d6 lightning damage.

The javelin's property can't be used again until the next dawn. In the meantime, the javelin can still be used as a magic weapon.

Potion of Fire Breath (1)

After drinking this potion, you can use a bonus action to exhale fire at a target within 30 feet of you. The target must make a DC 13 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one. The effect ends after you exhale the fire three times or when 1 hour has passed.

Potion of Healing (2)

Gain 2d4+2 hp