

Character Name

Player Name

Human Barbarian (Outlander) 2

STRENGTH

+3 (16)
Save +5
Athletics +5

DEXTERITY

+2 (14)

CONSTITUTION

+2 (15)
Save +4

INTELLIGENCE

-1 (9)

WISDOM

+2 (14)
Perception +4
Survival +4

CHARISMA

+0 (10)
Intimidation +2

Armour Class	Hit Points	Hit Dice
14	23	2d12
Initiative	Speed	Passive Perception
+2	30 ft.	14

Attacks

	To-Hit	Damage	Range
Greataxe	+5	1d12+3	Melee
- raging		1d12+5	
Shortbow	+4	1d6+2	6ft.
Javelin	+5	1d6+3	20/60 ft.

Bonus Actions

You may enter or end your Rage as a bonus action.

Equipment

Great axe	Backpack
Shortbow	Bedroll
20 arrows	Mess Kit
4 javelins	Tinderbox
Staff	10 torches
Hunting Trap	10 days rations
Elk horn (trophy)	Waterskin
Traveller's Clothes	50 feet rope
Pouch with 10 gp	



Rage

You may enter your rage as a bonus action. (2/day).

While raging:

- You have advantage on Strength checks and Strength saving throws
- You gain a +2 bonus to the damage of melee weapon attacks
- You have resistance to bludgeoning, piercing and slashing damage from weapons.

The rage lasts one minute. It ends prematurely if you fall unconscious or if you end your turn and you haven't attacked a creature or taken damage since your last turn. You may also end it as a bonus action.

Reckless Attack

When you make your first attack each turn, you may attack recklessly. If you do, all your melee attack rolls using strength have **Advantage** during this turn, but all attack rolls against you have Advantage until your next turn.

Danger Sense

You have **advantage** on **Dexterity saving throws** against effects you can see, such as traps and spells.