



PHOEBUS

Barbarian 8 (Berserker)

CLASS & LEVEL

35,700

EXPERIENCE POINTS

Jeff R. Leason

PLAYER NAME

Lizardfolk

RACE

Outlander

BACKGROUND

Greyhawk

CAMPAIGN or PLAYER ID

STR
+4
19

+3 PROFICIENCY BONUS



ARMOR CLASS (AC)

14



INITIATIVE

+1



SPEED

40 ft.

DEX
+1
13

SAVING THROWS

- +7 Strength Saves *
- +1 Dexterity Saves
- +6 Constitution Saves *
- 1 Intelligence Saves
- +1 Wisdom Saves
- +0 Charisma Saves
- * Prof. bonus added

CON
+3
16

SKILLS

- +1 Acrobatics (Dex)
- +4 Animal Handling (Wis) *
- 1 Arcana (Int)
- +7 Athletics (Str) *
- +0 Deception (Cha)
- 1 History (Int)
- +1 Insight (Wis)
- +3 Intimidation (Cha) *
- 1 Investigation (Int)
- +1 Medicine (Wis)
- +2 Nature (Int) *
- +1 Perception (Wis)
- +0 Performance (Cha)
- +0 Persuasion (Cha)
- 1 Religion (Int)
- +1 Sleight of Hand (Dex)
- +1 Stealth (Dex)
- +4 Survival (Wis) *

INT
-1
8

WIS
+1
13

CHA
+0
10

* Prof. bonus added

11 PASSIVE WISDOM (PERCEPTION)

PROFICIENCIES & LANGUAGES

- Armor:** light armor, medium armor, shields
- Weapons:** simple weapons, martial weapons
- Tools:** one type of musical instrument
- Saving Throws:** Strength, Constitution
- Skills:** Animal Handling, Athletics, Intimidation, Nature, Survival
- Languages:** Common, Gnomish, Draconic

ENCUMBRANCE

Lifting & Carrying: 285 lbs. max. carrying capacity; 570 lbs. pushing or dragging (speed -5 ft.); 570 lbs. max. lift.



HIT POINTS

85

HIT DICE

8d12

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Extra Attack. When making an Attack action, you may make two attacks rather than one.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 1d12+4 slashing damage. (Must be used two-handed.)

Handaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 1d6+4 slashing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

Javelin. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 1d6+4 piercing damage. (If thrown, normal range to 30 ft.; disadvantage long range 31 to 120 ft.)

MAGIC & SPECIAL ATTACKS

Rage. Lasts 1 minute (10 rounds), or until unconscious, haven't attacked or been hit.

EQUIPMENT & TREASURE

Carried Gear (PHB, p. 143): greataxe, two (2) handaxes, five (5) javelins, explorer's pack (backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days' rations, waterskin, 50 feet of hempen rope on the side), belt pouch, set of traveler's clothes, hunting trap, a staff, trophy from a slain animal. (This load is about 109 lbs.; add 1 lb. per 50 coins carried.)

Magic Items (DMG p. 135)
• 2 *potions of healing* (2d4+2 hp)

(a) *Item attuned to character.*

Coins & Gems: 681 gold pieces (gp); 2 silver pieces (sp); 71 copper pieces (cp); 3 gems (worth 50 gp each)

FEATURES, TRAITS & MORE

Alignment: Neutral. I will help others, but avoid serious personal risks or loyalties that don't benefit me.

Outlander Background [PHB p. 136]

- **Feature:** Wanderer.
- **Traits:** Has battle scars all over. Abrupt manner.
- **Ideal:** Ultimate freedom requires ultimate power.
- **Bond:** Respected by druid elders.
- **Flaw:** Lover drown in flood.

Lizardfolk Traits [VGtM p. 111]

- Age: 25 years old
- Medium Size (5' 8", 219 lbs.)
- Swim (30 ft. swimming speed)
- Bite (unarmed strike does 1d6+4 piercing damage)
- Cunning Artisan (use creature remains during short rest to craft simple shield, club, javelin, darts, needles)
- Hold Breath (up to 15 minutes)
- Hungry Jaws (bonus action to gain 3 temporary h.p. from hit with bite attack once between short rests)
- Natural Armor (minimum AC 13 + Dex modf.)

Barbarian Class Features [PHB p. 46]

- Rage (4/day)
- Unarmored Defense (AC)
- Reckless Attack (adv attacks)
- Danger Sense (adv Dex vs. traps)
- Frenzy (bonus attack, exhst.)
- Extra Attack (2/attack)
- Fast Movement (increased speed)
- Feral Instinct (initiative advantage)

Rage Effects [PHB p. 48]

- Advantage on STR checks and saves
- +2 bonus on STR-based melee damage
- Resistance (half damage) from bludgeoning, piercing and slashing damage.
- Mindless Rage (no charm, fear in rage)