

## Xerxes Nosesong

Player: Rick Rodriguez

Male mountain dwarf barbarian 6 - CR 2

Chaotic Good Humanoid; Deity: **Tria**; Background:

**Outlander**; Age: **30**; Height: **4' 4"**; Weight: **180lb.**; Eyes:

**Blue**; Hair: **Red**; Skin: **White**

Ability	Score	Modifier	Saving Throw
<b>STR</b> STRENGTH	17	+3	+6
<b>DEX</b> DEXTERITY	14	+2	+2
<b>CON</b> CONSTITUTION	16	+3	+6
<b>INT</b> INTELLIGENCE	8	-1	-1
<b>WIS</b> WISDOM	10	0	+0
<b>CHA</b> CHARISMA	10	0	+0

**AC** 15 **Initiative** +2 **Speed** 35 ft

**Proficiency** +3 **Inspiration**

**HP** 90 **HD** 6d12 **Death Saves**

Damage / Current HP	HD Used	Success/Fail

**Number of Attacks** 2

### Battleaxe

Main hand: **+6, 1d8+3 slashing** Versatile

Both hands: **+6, 1d10+3 slashing**

### Crossbow, light

Ranged, both hands: **+5, 1d8+2 piercing** Rng: 80 ft./320 ft.  
Ammunition,  
Loading, Two-  
Handed

### Dwarven Thrower

Ranged: **+9, 1d8+6 bludgeoning plus 1d8/2d8 at range** Rng: 20 ft./60 ft.  
Thrown

### Studded leather

+2



5<sup>th</sup> Edition SRD



Skill Name	Total	Ability	Prof	Temp
<b>Acrobatics</b>	<b>+2</b>	DEX (2)	-	
<b>Animal Handling</b>	<b>+0</b>	WIS (0)	-	
<b>Arcana</b>	<b>-1</b>	INT (-1)	-	
<b>Athletics</b>	<b>+6</b>	STR (3)	+3	
<b>Deception</b>	<b>+0</b>	CHA (0)	-	
<b>History</b>	<b>-1</b>	INT (-1)	-	
<b>Insight</b>	<b>+0</b>	WIS (0)	-	
<b>Intimidation</b>	<b>+3</b>	CHA (0)	+3	
<b>Investigation</b>	<b>-1</b>	INT (-1)	-	
<b>Medicine</b>	<b>+0</b>	WIS (0)	-	
<b>Nature</b>	<b>-1</b>	INT (-1)	-	
<b>Perception</b>	<b>+3</b>	WIS (0)	+3	
<b>Performance</b>	<b>+0</b>	CHA (0)	-	
<b>Persuasion</b>	<b>+0</b>	CHA (0)	-	
<b>Religion</b>	<b>-1</b>	INT (-1)	-	
<b>Sleight of Hand</b>	<b>+2</b>	DEX (2)	-	
<b>Stealth</b>	<b>+2</b>	DEX (2)	-	
<b>Survival</b>	<b>+3</b>	WIS (0)	+3	

**Passive Perception: 13**

### Feats

#### Dual Wielder

You gain a +1 bonus to AC while you are wielding a separate melee weapon in each hand.

- You can use two-weapon fighting even when the one handed melee weapons

#### Other Proficiencies:

**Tools:** Bagpipes; Mason's tools

**Weapons:** Martial weapons; Simple weapons; Battleaxe;

## Gear

**Total Weight Carried: 83/255 lbs.,  
(Maximum: 255 lbs)**

Backpack (empty)	5 lbs
Battleaxe	4 lbs
Bedroll	7 lbs
Crossbow, light	5 lbs
Dwarven Thrower	2 lbs
Mess kit	1 lb
Rations x10	2 lbs
Rope, hempen (50 feet)	10 lbs
Studded leather	13 lbs
Tinderbox	1 lb
Torch x10	1 lb
Waterskin	5 lbs

## Special Abilities

### Battlerager Armor

You can now use spiked armor as a weapon.

While raging you can use a bonus action to make one attack with your armor

### 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.

### Darkvision (60 feet)

Many creatures in fantasy gaming worlds, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly

### Dwarven Resilience

You have advantage on saving throws against poison, and you have resistance against poison damage.

### Extra Attack

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

### Rage (4/long rest)

In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action.

### Reckless Abandon

You gain your Constitution modifier (minimum 1) temporary hitpoints when you use Reckless Attack while raging, which vanish if any are left when your rage ends.

### 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

### Stonecunning

Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

### Wanderer

You have a head for and memory for maps and geography, you can easily recall any terrain, settlement, mountain range, with great accuracy. You also have the ability to easily find food and fresh water for you and up to five other people each day,

## Tracked Resources

Dwarven Thrower	<input type="checkbox"/>
Inspiration	<input type="checkbox"/>
Rage (4/long rest)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Rations	<input type="checkbox"/>
Torch	<input type="checkbox"/>

## Languages

Common

Giant

## Experience & Wealth

Experience Points: 5/6

Current Cash: **You have no money!**

## Role Playing

**Personality Trait:** I love a good insult, even one directed at me.

**Personality Trait:** Wanderlust - I was driven to leave my home by wanderlust.

**Ideal:** Glory - For myself and my clan I must earn glory in battle.

**Bond:** Family heirloom: A sturdy well-made trap. I shall find a noble purpose for it if it is the last thing I do!

**Flaw:** I once insulted a noble who still wants my head. It was a mistake I will most likely repeat.

: Guide - Guide

## Languages

Dwarvish

## Xerxes Nosesong – Abilities & Gear

### Dual Wielder

### Feat

You gain a +1 bonus to AC while you are wielding a separate melee weapon in each hand.

- You can use two-weapon fighting even when the one handed melee weapons you are wielding aren't light.
- You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.

**Appears In:** 5e Players Handbook

### Darkvision (60 feet)

### Racial Ability, Senses (Dwarf)

Many creatures in fantasy gaming worlds, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.

### Dwarven Resilience

### Racial Ability (Dwarf)

You have advantage on saving throws against poison, and you have resistance against poison damage.

### Stonecunning

### Racial Ability (Dwarf)

Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

### Wanderer

### Unknown

You have a head for and memory for maps and geography, you can easily recall any terrain, settlement, mountain range, with great accuracy. You also have the ability to easily find food and fresh water for you and up to five other people each day, granted if there are berries, small game, water, etc. in the area.

### Battlerager Armor

### Class Ability (Barbarian)

You can now use spiked armor as a weapon.

While raging you can use a bonus action to make one attack with your armor spikes as a melee weapon (using Strength modifier for attack and damage rolls) against a target within 5 feet, dealing 1d4 piercing damage.

A successful grappling check causes 3 piercing damage to your target.

### Danger Sense

### Class Ability (Barbarian)

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.

### Extra Attack

### Class Ability (Barbarian)

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

### Rage (4/long rest)

### Class Ability (Barbarian)

In battle, you fight with primal ferocity. 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 bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the Barbarian table.
- 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.

### Reckless Abandon

### Class Ability (Barbarian)

You gain your Constitution modifier (minimum 1) temporary hitpoints when you use Reckless Attack while raging, which vanish if any are left when your rage ends.

### Reckless Attack

### Class Ability (Barbarian)

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.

### Dwarven Thrower

### Weapon

You gain a +3 bonus to attack and damage rolls made with this magic weapon. It has the thrown property with a normal range of 20 feet and a long range of 60 feet. When you hit with a ranged attack using this weapon, it deals an extra 1d8 damage or, if the target is a giant, 2d8 damage. Immediately after the attack, the weapon flies back to your hand.