



Arthur Hrafgar

HOUSE MIGHT - BARBARIAN

Luck in the grounds of the Academy
is no substitute for hard work.

Arthur has never met a challenge he hasn't hit straight on with a smile. He's also never come across a rule at the Academy he hasn't taken to heart.

Wielding his mother's ancestral axe, a relic from her days of adventuring, Arthur has made it his mission to become a House Might prefect, to embody the highest virtues of the house. Arthur struggled to accept the leadership of others when he arrived at the Academy. His family had always linked brute strength with the right to rule. Arthur has now learned that to lead, one must first learn when to follow — though, he has little intention of following for long.

In his studies and trials, Arthur would rather lose the right way than win through bending the rules or due to something as fleeting as luck.



Action Reference Guide

IN ONE ROUND YOU MAY TAKE

ONE MOVE ACTION

Move up to your speed on your turn. Movement can be interrupted to perform any other action then finished afterwards.

ONE ACTION

- Attack with a weapon or cast a spell.
- Two-Weapon Fighting** allows two attacks using a pair of light weapons, using your **Bonus Action**.
- Grapple a foe with a free hand. Using your **Athletics** vs their **Athletics** or **Acrobatics**.
- Dash** allows you to move up to your speed, in addition to your **move action**.
- Disengage** from your melee with a foe. Your movement no longer provokes attacks for this turn.
- Dodge** to focus on defense. Attacks made against you have disadvantage.
- Help** gives an ally advantage to an ability check or attack.
- Hide** gives you an advantage to attacking visible foes and them disadvantage to hit you.
- Ready an Action** performs a single action later in a round, using your **Reaction**, once a trigger occurs.
- Search** devotes your turn to finding something. This may require a **Perception** or **Investigation** check.
- Shove** lets you push a foe back 5 feet or knock them prone using **Athletics** vs their **Athletics** or **Acrobatics**.
- Use an object** lets you activate or interact with an item that takes an entire action to function.

ONE REACTION (IF TRIGGERED)

You can use a reaction once at any point during the round until it is your turn again.

- Perform a single attack of opportunity.
- Using a **Readied Action** that has been triggered.
- Some spells can only be used as a **Reaction**.

ONE INTERACTION

A short amount of speaking and a simple action (e.g. drawing a weapon)

ONE BONUS ACTION (WHEN GRANTED)

Many class and heritage features are performed as a bonus action on your turn. These will be specified as such.



Name Arthur Hrafgar Class Barbarian Level _____

Lionfolk

HERITAGE

Become a prefect of House Might.

BEST FRIEND

Prove luck cannot outdo hard work.

RIVAL

SHORT TERM GOAL

LONG TERM GOAL

15 / 15 (1d12+3) 1 1d12 3/3

15 +2 30ft.

+4 (18) +2 (14) +3 (16) +0 (10) +1 (13) +1 (12)

ANCESTRAL ITEM

Arthur's Ancestral Axe. In darkness, your axe sheds bright light up to 10ft and then dim light up to 20ft. As a BA, you can stop the axe shedding light. You can turn the light back on as a free action during your turn if you are holding the axe.

SAVING THROWS

+6 Strength Intelligence
 Dexterity Wisdom
 +5 Constitution Charisma

LANGUAGES

Common and Lion
2 additional languages

ATTACKS

Ancestral Axe. 5ft Reach. +6 to hit. On hit 1d12+4 SLASH DMG.
Handaxe. Melee or Thrown. (20ft/60ft). +6 to hit. On hit 1d6+4 SLASH DMG.
Claws. Melee attack. +6 to hit, 1d6+4 SLAS DMG.

EQUIPMENT

CP SP GP

FEATURES & TRAITS

Academy Student. When reduced to 0 HP you can immediately spend any number of hit dice as if part of a Short Rest. The student cannot use this feature again until they have gained a level.

House Badge. Might. Once per Short Rest reroll a single d20 when making a STR, DEX or CON ability check, ATTK roll or saving throw. You must use the new result.

Darkvision. 30 ft.

Roar. ACT Short Rest, All hostile creatures within 15ft of you must immediately make a DC 13 WIS SAVE on failure they are frightened of you until the end of your next turn.

Powerful Build. When calculating carry (540lbs), push and lift (1080lbs) amounts, you are considered size: large.

Unarmed Defence.

RAGE. BA, 2 uses Long Rest. Resistant to SLAS, BLUDG, PIERC DMG, ADV on STR CHECKS.

House Badge
Ancestral Axe
2 Hand Axes
An Explorer's Pack



Skills (Proficient)

- +6 (STR) Athletics
- +3 (WIS) Animal Handling
- +3 (WIS) Perception
- +3 (WIS) Survival

+2 13

PROFICIENCY BONUS **PASSIVE PERCEPTION** **INSPIRATION**

Character Levelling

LEVEL II

HP: Arthur increases his maximum and current HP by 10 (to 25). He also gains 1 additional hit dice (for a maximum of 2d12).

Features and Abilities:

You gain the following abilities:
Reckless Attack. At the start of your turn, you can choose to make all ATTKs with ADV. ATTK rolls targeting you gain ADV until the start of your next turn.
Danger Sense. ADV on DEX SAVES against effect you can see.

LEVEL III

RAGE

HP: Arthur increases his maximum and current HP by 10 (to 35). He also gains 1 additional hit dice (for a maximum of 3d12).

Features and Abilities:

Ancestral Axe. At 3rd level Arthur's Ancestral Axe begins to glow brighter. The light of the axe now sheds bright light up to 15ft and dim light up to 30ft. In addition once a round when you hit a creature with the axe the creature suffers additional FIRE DMG equal to 1d6.

RAGE. At 3rd level, you gain 1 additional use of **Rage** (for a total of 3).

Primal Path. Pick one, or use the below example:
Path of the Berserker. Frenzy. While in **Rage**, each round you can make a single melee weapon ATTK as a BA. Once **Rage** ends you gain 1 level of Exhaustion.