

## LOLI

Barbarian Level 5—Path of the Protector  
Half-Gnome (*gnome/mining dwarf*) (m) | Outlander

### ABILITY SCORES

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	12 (+1)	9 (−1)	12 (+1)

### PROFICIENCIES

**Proficiency Bonus** +3

**Saves** Str +6, Con +5

**Skills** Animal Handling +2, Athletics +6, Perception +2, Survival +2

**Senses** passive Perception 12

**Weapons** simple weapons, martial weapons

**Armors** light armor, medium armor, shields,

**Tools** woodcarver's tools

**Languages** Grovish

### COMBAT

**HP Max** 50; **HD** 5d12 (1d12 x Level)

**Initiative** +2; **Speed** 25 ft.

**AC** 16 (scale mail 14, Dex +2)

**Greataxe.** *Melee:* +6 (1d12+3 slashing; heavy, two-handed)

**Handaxe.** *Melee:* +6 (1d6+3 slashing; light, thrown (range 20/60))

**Javelin.** *Melee:* +6 (1d6+3 piercing; thrown (range 30/120))

### FEATURES & TRAITS

Rage (3/long rest ; Hit +2)

Unarmored Defense \*

Reckless Attack

Danger Sense

Extra Attack (+1 Atk/round)

Fast Movement \*

Primal Path: Protector

Human Shield

Gnome Cunning

Whittler: Adept Toss

Dwarven Toughness

Old Enough to Crawl

Wanderer

### EQUIPMENT

Greataxe, handaxe (2), javelin (4), scale mail, woodcarver's tools, backpack, bedroll, mess kit, tinderbox, torch (10), rations/1 day (10), waterskin, rope/hemp 50 feet, hunting trap, clothes/traveler's, staff, trophy, belt pouch

**Equipment weight** 157 lb - **Cost** 120 gp

**Coins** 10 gp **weight** 0.1 lb

## CHARACTER

**Height** Small / 4.5 ft / 100 lb.; **Age** 18 years

**Eyes** brown; **Skin** reddish brown; **Hair** black

**Appearance** Encouraged by his aunt and uncle's adventures, Loli carries their hand-me-downs with him. He proudly wears Kip's armor and wields Mara's axe. He has short, tightly curled hair.

**Personality traits** I'm always picking things up, absently fiddling with them, and sometimes accidentally breaking them.

**Ideals Change.** Life is like the seasons, in constant change, and we must change with it. (Chaotic)

**Bonds** An injury to the unspoiled wilderness of my home is an injury to me.

**Flaws** There's no room for caution in a life lived to the fullest.

**Background** Outlander

**Character Backstory** After a tumultuous start, outlined in the Dragonwolf trilogy, Loli ended up an honored resident of Aeunna. He grew up fiercely protective of his nieces and his new home. He left reluctantly after his great-great uncle told him he needed to see the world to better understand how Aeunna fit into it.

**Allies & Organizations** forest dwarves, bearkin, gnomes, mining dwarves

## RACE FEATURES

**Gnome Cunning.** You have advantage on all Intelligence, Wisdom, and Charisma saving throws.

**Whittler.** You have proficiency with artisan's tools pertaining to wood.

*Adept Toss.* With chosen material, the gnome may toss a stick with advantaged precision to cause a distraction, spring a trap, or for a similar use at DM's discretion.

**Dwarven Toughness.** Your hit point maximum increases by 1, and it increases by 1 every odd level.

**Old Enough to Crawl.** Brawling is in your blood. You have advantage in nonlethal unarmed combat. If your opponent is not a Mining Dwarf, you also inflict an additional 1d4 bludgeoning damage per hit.

## CLASS FEATURES

**Rage.** 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.

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.

**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.** 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.** 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.

### *Primal Path: Protector*

**Human Shield.** Starting when you choose this path at 3rd level, you can earn a bonus action when you rage. You can move to stand between an enemy and an ally, regardless of standard speed, shielding the ally as their protector. You fully block the ally from harm and suffer half damage from any attack that hits during your rage. When your rage ends, you suffer one level of exhaustion.

### *Background: Outlander*

**Wanderer.** You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day.