

JOURNEY TO RAGNAROK

CHARACTER NAME _____

Barbarian 1	Vikingr	Bear Warriors
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Human		CLAN
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH
+3
16

INSPIRATION
+2
PROFICIENCY BONUS

+2
INITIATIVE

14
ARMOR CLASS

30 feet
SPEED

12 PASSIVE WISDOM (PERCEPTION)

10 PASSIVE WISDOM (ASATRU)

DEXTERITY
+2
14

+5 STR -1 INT
 +2 DEX +0 WIS
 +4 CON +1 CHA
 SAVING THROWS

 RESISTANCES

 CONDITIONS

14
HIT POINTS

Temporary Hit Points _____
CURRENT HIT POINTS

DESCRIPTION	AC
ARMOR Unarmored Defence	14
<input checked="" type="checkbox"/> Light <input checked="" type="checkbox"/> Medium <input type="checkbox"/> Heavy	
SHIELD	
MAGIC	
MISC. Unarmored Defense	10 +Dex +Con
ARMOR	

CONSTITUTION
+2
15

LEVELS

 EXHAUSTION

1d12
HIT DICE

SUCCESSES
 FAILURES
 DEATH SAVES

INTELLIGENCE
-1
9

+2 Acrobatics (Dex)
 +0 Animal Handling (Wis)
 -1 Arcana (Int)
 +0 Asatru (Wis)
 +5 Athletics (Str)
 +1 Deception (Cha)
 -1 History (Int)
 +0 Insight (Wis)
 +3 Intimidation (Cha)
 -1 Investigation (Int)
 +0 Medicine (Wis)
 -1 Nature (Int)
 +2 Perception (Wis)
 +1 Performance (Cha)
 +1 Persuasion (Cha)
 -1 Religion (Int)
 +2 Sleight of Hand (Dex)
 +2 Stealth (Dex)
 +2 Survival (Wis)
 SKILLS

ACTIONS	BONUS ACTIONS Rage	REACTIONS
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

WISDOM
+0
11

NAME & DESCRIPTION	PROF.	SKILL	RANGE	ATK BONUS	DAMAGE/TYPE
Greataxe (Heavy, Two-handed)	✓	STR	Melee	+5	1d12 +3 slash.
Handaxe (Light, Thrown)	✓	STR	20/60	+5	1d6 +3 slash.
Javelin (Thrown)	✓	STR	30/120	+5	1d6 +3 pierc.

ATTACKS: WEAPONS & CANTRIPS

CHARISMA
+1
13

LANGUAGES
 Common _____

 ARMORS
 Light Medium Heavy Shields
 WEAPONS
 Simple Martial Others

 PROFICIENCIES & LANGUAGES

Greataxe _____ - 50 feet of hempen rope strapped
 2 Handaxes _____ to the side of the backpack
 4 Javelins _____
 Explorer's Pack:
 - backpack _____
 - bedroll _____
 - mess kit _____
 - tinderbox _____
 - 10 torches _____
 - 10 days of rations _____
 - waterskin _____
 EQUIPMENT

GP
 SP
 CP

JOURNEY TO RAGNAROK

CHARACTER NAME _____

GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	HAIR	EYES	SKIN



CHARACTER PORTRAIT

Bear Warriors (Birrir Rekkr)

Berserkers. Bear-men. Savages. There are a number of epithets to define the folks from the mountains of Norrvegr and they all describe their lifestyle pretty accurately.

The Bear Warriors don't talk much. They are practical, spontaneous and tend solve every problem with brute strength. Almost nobody can stop them once they commit.

A true Bear Warrior will never pass a chance to show his or her strength and will always be at the forefront against any opponent.

The Bears tend to wear heavy furs – usually bears' or from other mountain animals – and wield heavy weapons to maximize their strength advantage with devastating effects. Those who are skilled in magic wears totems upon totems, made of bone, wood or any other material available at the top of their mountains.

An ancient motto of the lands of the North says: "It's not important to be friend with a Bear, what's important is that the Bear is on your side of the shield wall".



CLAN

ALLIES _____



RUNE

Heimdallr

ÆTT

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.

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.

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.

CLASS FEATURES AND NOTES

I am extremely loyal to traditions.

PERSONALITY TRAITS

Wealth. Raids are a great source of income, risk your life to live better (Neutral)

IDEALS

I hate those above me in the chain of command.

BONDS

I do not know how to calm or moderate my fury.

FLAWS

FEATS

Vikings

As Vikingr you are a resolute person, determined, and convinced that the path you have taken is the most direct for gaining glory and immortality, to be worthy of entering the legends.

An exceptional fighter, without fear of death, you often give in to excesses: violence and death accompany you as inseparable lovers.

Brotherhood of Blood: The blood pact that binds you to your fellow raiders is worth more than any family bond.

Each of them will put his life at risk in order to protect you and will grant you all their aid, even siding against those who are your superiors.

As Vikingr the population nurtures great respect towards you as well as fear.

BACKGROUND

JOURNEY TO RAGNAROK

CHARACTER NAME _____

Bard 1	Thrallr	Gjallarhorn
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Human		CLAN
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH
+1
13

INSPIRATION
+2
PROFICIENCY BONUS

+2
INITIATIVE

13
ARMOR CLASS

30 feet
SPEED

9
PASSIVE WISDOM (PERCEPTION)

9
PASSIVE WISDOM (ASATRU)

DEXTERITY
+2
15

+1 STR +0 INT
 +4 DEX -1 WIS
 +2 CON +5 CHA
 SAVING THROWS

 RESISTANCES

 CONDITIONS

10
HIT POINTS

Temporary Hit Points
CURRENT HIT POINTS

DESCRIPTION	AC
ARMOR Leather armor	11+Dex
<input checked="" type="checkbox"/> Light <input type="checkbox"/> Medium <input type="checkbox"/> Heavy	
SHIELD	
MAGIC	
MISC.	
ARMOR	

CONSTITUTION
+2
14

LEVELS

 EXHAUSTION

1d8
HIT DICE

SUCCESSSES
 FAILURES
 DEATH SAVES

INTELLIGENCE
+0
11

+2 Acrobatics (Dex)
 +1 Animal Handling (Wis)
 0 Arcana (Int)
 -1 Asatru (Wis)
 +1 Athletics (Str)
 +5 Deception (Cha)
 +0 History (Int)
 -1 Insight (Wis)
 +3 Intimidation (Cha)
 +0 Investigation (Int)
 -1 Medicine (Wis)
 +0 Nature (Int)
 -1 Perception (Wis)
 +5 Performance (Cha)
 +5 Persuasion (Cha)
 +0 Religion (Int)
 +2 Sleight of Hand (Dex)
 +4 Stealth (Dex)
 -1 Survival (Wis)
 SKILLS

ACTIONS Bardic Inspiration	BONUS ACTIONS Healing Word	REACTIONS
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
ACTIONS		

WISDOM
-1
9

NAME & DESCRIPTION	PROF.	SKILL	RANGE	ATK BONUS	DAMAGE/TYPE
Longsword (Versatile 1d10)	✓	STR	Melee	+3	1d8 +1 slash.
Dagger (Finesse, Light, Thrown)	✓	DEX	Melee, 20/60	+4	1d4 +2 pierc.

ATTACKS: WEAPONS & CANTRIPS					

CHARISMA
+3
16

LANGUAGES
Common

TOOLS & OTHERS
Flute, Liute, Drum

ARMORS
 Light Medium Heavy Shields

WEAPONS
 Simple Martial Others
 Hand crossbows, longswords, rapiers, shortswords

PROFICIENCIES & LANGUAGES

Longsword _____

Dagger _____

Leather Armor _____

Entertainer's Pack _____

- a Backpack _____

- a Bedroll _____

- 2 costumes _____

- 5 candles _____

- 5 days of rations _____

- a Waterskin _____

- a Disguise kit. _____

EQUIPMENT

GP _____

SP _____

CP _____

JOURNEY TO RAGNAROK

CHARACTER NAME _____

GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	HAIR	EYES	SKIN



CHARACTER PORTRAIT

Gjallarhorn

The Gjallarhorns are proud, dedicated and pragmatic. They are protectors born and raised, they are ready to go any length to shield their companions, guiding them to fight as single, cohesive force.

While they carry weapons clothes and armors of vastly superior quality to the Odin's Eye, the Gjallarhorns tend to favor dark and simple design over lavish and shiny ones. In everyday life and on the battlefield, a Gjallarhorn favor actions over words.

While every Gjallarhorn desires to show her valor in a raid, they are all dedicated to protecting their homeland first.

A true Gjallarhorn is always ready to abandon any task to rush back and defend the homeland when it's in peril.



CLAN

ALLIES _____



RUNE

Freya

ÆTT

Thrallr

Life is hard for a Thrallr, who has to settle for a meager meal and a roof over their heads in exchange for all their sweat. Being away from one's home and the feeling of having no power over one's own destiny can create strong and tempered personalities. A Thrallr often tries to redeem his life through work or conducting business for his master, this is how he might try to liberate himself. Freedom and independence can be regrets, but also dreams and goals.

Protected by the Master: You are considered the property of your master and, as such, you have value. You can always count on the support of your master, able to help you in case of need even after having redeemed yourself through your labors. Food and shelter for the night you will always have at your master's house unless you have escaped or done dishonorable deeds.

BACKGROUND

Cantrips: You know the following cantrips: *Minor Illusion, Vicious Mockery*

Spells: You know the following spells: *Dissonant Whispers, Faerie Fire, Healing Word, Thunderwave.*

Spell Slots: 2 of 1st level

Bardic Inspiration: You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the GM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

CLASS FEATURES AND NOTES

I appreciate the simple joys of life.

PERSONALITY TRAITS

Adventure. I would very much like the chains of monotony of my slave life be broken to let me live an adventure in life. (Chaotic)

IDEALS

There is a mystery related to my previous life that makes me more than a simple slave.

BONDS

Sometimes I forget my place.

FLAWS

FEATS

JOURNEY TO RAGNAROK

CHARACTER NAME _____

Cleric 1	Huscarl	Odin's Eye
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Human		CLAN
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH
+2
14

INSPIRATION
+2
PROFICIENCY BONUS

+0
INITIATIVE

18
ARMOR CLASS

30 feet
SPEED

13
PASSIVE WISDOM (PERCEPTION)

15
PASSIVE WISDOM (ASATRU)

DEXTERITY
+0
11

+2 STR -1 INT
 +0 DEX +5 WIS
 +1 CON +4 CHA

SAVING THROWS

RESISTANCES

CONDITIONS

9
HIT POINTS

Temporary Hit Points

CURRENT HIT POINTS

DESCRIPTION	AC
ARMOR Chain Mail	16
<input checked="" type="checkbox"/> Light <input checked="" type="checkbox"/> Medium <input checked="" type="checkbox"/> Heavy	
SHIELD Shield	+2
MAGIC	
MISC.	
ARMOR	

CONSTITUTION
+1
13

LEVELS

EXHAUSTION

1d8
HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

INTELLIGENCE
-1
9

+0 Acrobatics (Dex)
 +3 Animal Handling (Wis)
 -1 Arcana (Int)
 +5 Asatru (Wis)
 +2 Athletics (Str)
 +2 Deception (Cha)
 -1 History (Int)
 +5 Insight (Wis)
 +2 Intimidation (Cha)
 +1 Investigation (Int)
 +3 Medicine (Wis)
 -1 Nature (Int)
 +3 Perception (Wis)
 +2 Performance (Cha)
 +2 Persuasion (Cha)
 +1 Religion (Int)
 +0 Sleight of Hand (Dex)
 +0 Stealth (Dex)
 +3 Survival (Wis)

SKILLS

ACTIONS	BONUS ACTIONS	REACTIONS

ACTIONS

WISDOM
+3
16

NAME & DESCRIPTION	PROF.	SKILL	RANGE	ATK BONUS	DAMAGE/TYPE
Warhammer (Versatile 1d10)	✓	STR	Melee	+4	1d8 +2 bludg.
Shortbow (Two-hand., Amm.)	✓	DEX	80/320	+2	1d6 +0 pierc.

ATTACKS: WEAPONS & CANTRIPS

CHARISMA
+2
15

LANGUAGES
Common

TOOLS & OTHERS

ARMORS
 Light Medium Heavy Shields

WEAPONS
 Simple Martial Others

PROFICIENCIES & LANGUAGES

Chain Mail - alms box

Shield - 2 blocks of incense

Warhammer - censer

Shortbow - vestments

20 darts - 2 days of rations

Sacred symbol - waterskin

Priest Pack:
- backpack to the side of the backpack

- blanket

- 10 candles

- tinderbox

EQUIPMENT

GP

SP

CP

JOURNEY TO RAGNAROK

CHARACTER NAME _____

GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	HAIR	EYES	SKIN

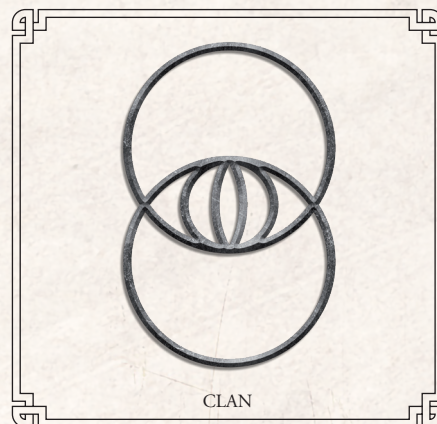


CHARACTER PORTRAIT

Odin's Eye (Odbinsauga)

The Odin's Eye Clan is the most powerful and feared among the vikingar clans. It's famous for its brave warriors and great strategists, clad in shining armors and armed with magnificent weapons. They're able to overwhelm any enemy thanks to their superior numbers and the perfect coordination of the warriors behind the shield wall.

The Odin's Eyes consider themselves superior to the other Clans and hope to, one day, unify all the people of Midgardr under their banners, creating a kingdom based on law and innovation.



CLAN

ALLIES _____



RUNE

Freya

ÆTT

Huscarl

An honorable and respectable occupation with good earnings but high risk. Being a Huscarl means responsibility and integrity but sometimes it is a position occupied by power or to give vent to the bloodlust.

Huscarl skills: A Huscarl remains such until his death. Only Huscarl who are dishonorable or guilty of crimes, betray the solidarity pact that binds them. With this background, you can count on the support of Huscarl guards, even from other areas, if you are able to prove your membership. Except for situations of open hostility.

BACKGROUND

Cantrips: You know the following cantrips: *Guidance, Resistance and Sacred Flame.*

Spells: You know the following spells: *Bless, Cure Wounds, Detect Magic, False Life Purify Food and Drink and Shield of Faith.*

Spell Slots: 2 of 1st level

Ritual of the Honored Offering: At 1st level, as part of a long rest, you can perform a ritual. Choose a number of permanent injures equal to your Wisdom modifier among any number of creatures. For every benefit reaped by the ritual, the participant that contributed can choose one (or more) of these benefits, based on the number of offerings:

- **Benefit of Fortune**
- **Benefit of Endurance**
- **Benefit of knowledge**

Blessed Scars: At 1st level, every time you take damage while you are already under half your total Hit points, you gain temporary Hit Points equal to your Wisdom Modifier, and you add that same amount to your next attack and damage roll with weapons you make in your next turn.

You can't benefit from this feature if you already have any amount of temporary Hit Points.

CLASS FEATURES AND NOTES

For me, actions are worth more than words.

PERSONALITY TRAITS

Oath. Nothing on this earth is worth more than the oath of a man. (Lawful)

IDEALS

What I must really protect I have yet to find.

BONDS

I have no half measures; everything for me is black or white.

FLAWS

FEATS

JOURNEY TO RAGNAROK

CHARACTER NAME _____

Druid 1	Gothi	Icy Crows
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Human		CLAN
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH
-1
9

INSPIRATION
+2
PROFICIENCY BONUS

+2
INITIATIVE

15
ARMOR CLASS

30 feet
SPEED

13
PASSIVE WISDOM (PERCEPTION)

15
PASSIVE WISDOM (ASATRU)

DEXTERITY
+2
15

-1 STR +2 INT
 +2 DEX +5 WIS
 +2 CON +1 CHA
 SAVING THROWS

 RESISTANCES

 CONDITIONS

10
HIT POINTS

Temporary Hit Points
CURRENT HIT POINTS

DESCRIPTION	AC
ARMOR Leather armor	11+Dex
<input checked="" type="checkbox"/> Light <input type="checkbox"/> Medium <input type="checkbox"/> Heavy	
SHIELD Shield	+2
MAGIC	
MISC.	
ARMOR	

CONSTITUTION
+2
14

LEVELS
EXHAUSTION

1d8
HIT DICE

SUCCESSES
 FAILURES
 DEATH SAVES

INTELLIGENCE
+0
11

EXPL PROF

- +2 Acrobatics (Dex)
- +5 Animal Handling (Wis)
- 0 Arcana (Int)
- +5 Asatru (Wis)
- 1 Athletics (Str)
- +1 Deception (Cha)
- +0 History (Int)
- +3 Insight (Wis)
- +1 Intimidation (Cha)
- +0 Investigation (Int)
- +5 Medicine (Wis)
- +2 Nature (Int)
- +3 Perception (Wis)
- +1 Performance (Cha)
- +1 Persuasion (Cha)
- +0 Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +3 Survival (Wis)

SKILLS

ACTIONS	BONUS ACTIONS Healing Word	REACTIONS
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
ACTIONS		

WISDOM
+3
16

NAME & DESCRIPTION	PROF.	SKILL	RANGE	ATK BONUS	DAMAGE/TYPE
Quarterstaff (Versatile 1d8)	✓	STR	Melee	+1	1d8 -1 bludg.

ATTACKS: WEAPONS & CANTRIPS

CHARISMA
+1
13

LANGUAGES
Common, Druidic

TOOLS & OTHERS
Herbalism Kit

ARMORS
 Light Medium Heavy Shields

WEAPONS
 Simple Martial Others
 Clubs, daggers, darts, javelins, maces, quarterstaves, scimitars, sickles, slings, spears

PROFICIENCIES & LANGUAGES

Quarterstaff - waterskin

Wooden Shield - hempen rope (50 feet)

Leather Armor

Druidic Focus

Explorer's Pack

- Backpack

- bedroll

- mess kit

- tinderbox

- torch (10)

- rations (10)

EQUIPMENT

GP

SP

CP

JOURNEY TO RAGNAROK

CHARACTER NAME _____

GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	HAIR	EYES	SKIN



CHARACTER PORTRAIT

Icy Crows (Jokullsrafn)

The Icy Crows are famous for being meditative, serene and intelligent.

A member of the Icy Crows often has visions of future events or cast the runes to peer beyond the veil of fate. The Icy Crows are also experts of ancient magic rituals passed on orally within the clan.

A true Icy Crow live to serve the circle and its principles, she would do anything to preserve them.

An Icy Crow will never pass the opportunity to tell a story, recall a legend or pass down a myth. It doesn't matter how urgent are her obligations, she will always find time to tell about the way of the Gods and keep the culture of the Nordic people alive.



CLAN

ALLIES _____



RUNE

Heimdallr

ÆTT

Cantrips: You know the following cantrips: _____

Shillelag, Thorn Whip

Spells: You know the following spells: _____

Entangle, Faerie Fire, Goodberry, Healing Word.

Spell Slots: 2 of 1st level

I feel a great concern for the future that never abandons my thoughts.

PERSONALITY TRAITS

Gothi

Other Gothar through oral recognition of respect for traditions educates the Gothi, as a child. Usually, second-generation students choose this path, but it is not strictly necessary, just like the social class. This path is prohibited to slaves and renegades. These figures have the responsibility of passing on traditions, rites and religious ceremonies to future generations, keeping alive the spirituality of the community. The common defects in a Gothi are their excessive attachment to ancient traditions and a lascivious infatuation with new ways, which is completely opposed to his formation. Typical defects of the Gothi is neglecting their duties or exploiting their social position for their own benefit.

Good wishes and hospitality: As Gothi you are welcome in any community that respects the traditions of the Ancient Gods. You will be welcomed in the halls of the Jarlr or the village chief; you will be offered food and shelter for the night in exchange for auspicious rituals. This welcome also extends to those who accompany you.

BACKGROUND

Tradition. My strength is that of the ancient traditions, in that knowledge there is all that is needed in my life. (Lawful)

IDEALS

I put my community before all else.

BONDS

I do not accept versions of the world other than that recounted in the traditions.

FLAWS

CLASS FEATURES AND NOTES

FEATS

JOURNEY TO RAGNAROK

CHARACTER NAME _____

Fighter 1	Bondhi	Odin's Eye
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Human		CLAN
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH
+3
16

INSPIRATION

+2 PROFICIENCY BONUS

+1
INITIATIVE

18
ARMOR CLASS

30 feet
SPEED

13 PASSIVE WISDOM (PERCEPTION)

11 PASSIVE WISDOM (ASATRU)

DEXTERITY
+1
13

+5 STR -1 INT
 +1 DEX +1 WIS
 +4 CON +0 CHA
 SAVING THROWS

 RESISTANCES

 CONDITIONS

12
HIT POINTS

Temporary Hit Points _____
CURRENT HIT POINTS _____

DESCRIPTION	AC
ARMOR Chain Mail	16
<input checked="" type="checkbox"/> Light <input checked="" type="checkbox"/> Medium <input checked="" type="checkbox"/> Heavy	
SHIELD Shield	+2
MAGIC	
MISC.	
ARMOR	

CONSTITUTION
+2
15

LEVELS

 EXHAUSTION

1d10
HIT DICE

SUCCESSES
 FAILURES
 DEATH SAVES

INTELLIGENCE
-1
8

+1 Acrobatics (Dex)
 +3 Animal Handling (Wis)
 -1 Arcana (Int)
 +1 Asatru (Wis)
 +5 Athletics (Str)
 +0 Deception (Cha)
 -1 History (Int)
 +1 Insight (Wis)
 +0 Intimidation (Cha)
 -1 Investigation (Int)
 +1 Medicine (Wis)
 -1 Nature (Int)
 +3 Perception (Wis)
 +0 Performance (Cha)
 +0 Persuasion (Cha)
 -1 Religion (Int)
 +1 Sleight of Hand (Dex)
 +1 Stealth (Dex)
 +3 Survival (Wis)
 SKILLS

ACTIONS	BONUS ACTIONS Second Wind	REACTIONS
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

ACTIONS

WISDOM
+1
12

NAME & DESCRIPTION	PROF.	SKILL	RANGE	ATK BONUS	DAMAGE/TYPE
Assault Axe (Finesse)	✓	STR	Melee	+5	1d8 +3 slash.
Handaxe (Light, Thrown)	✓	STR	20/60	+5	1d6 +3 slash.

ATTACKS: WEAPONS & CANTRIPS

CHARISMA
+0
10

LANGUAGES Common	TOOLS & OTHERS
ARMORS <input checked="" type="checkbox"/> Light <input checked="" type="checkbox"/> Medium <input checked="" type="checkbox"/> Heavy <input checked="" type="checkbox"/> Shields	
WEAPONS <input checked="" type="checkbox"/> Simple <input checked="" type="checkbox"/> Martial <input type="checkbox"/> Others	
PROFICIENCIES & LANGUAGES	

Chain Mail	- waterskin	
Assault Axe	- 50 feet of hempen rope strapped to the side of the backpack	<input type="text"/> GP
2 Handaxes		<input type="text"/> SP
Shield		<input type="text"/> CP
Explorer's Pack:		
- backpack		
- bedroll		
- mess kit		
- tinderbox		
- 10 torches		
- 10 days of rations		
EQUIPMENT		

JOURNEY TO RAGNAROK

CHARACTER NAME _____

GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	HAIR	EYES	SKIN



CHARACTER PORTRAIT

Odin's Eye (Odbinsauga)

The Odin's Eye Clan is the most powerful and feared among the vikingar clans. It's famous for its brave warriors and great strategists, clad in shining armors and armed with magnificent weapons. They're able to overwhelm any enemy thanks to their superior numbers and the perfect coordination of the warriors behind the shield wall.

The Odin's Eyes consider themselves superior to the other Clans and hope to, one day, unify all the people of Midgardr under their banners, creating a kingdom based on law and innovation.



CLAN

ALLIES _____



RUNE

Heimdallr

ÆTT

Bondhi

Being a Bondhi is in itself a matter of pride, personal independence, a plot of land to cultivate and to be able to say he is the lord in his own home are goals to defend, whether they have been conquered with prowess in battle, or through hard work and commitment. Sometimes, however, this is not enough and a Bondhi aspires to larger estates or positions that are more prestigious.

A Hearth to Return to: When choosing this background, you also choose a location on Midgardr. In that place, you have a plot of land with a house and, at your discretion, a family waiting for you. You are welcome by the community of that location and you can turn to them in times of need.

BACKGROUND

Second Wind: You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

CLASS FEATURES AND NOTES

I believe that in order to obtain anything you need sacrifice effort and commitment.

PERSONALITY TRAITS

Ambition. I aspire to become something more than just a landowner, the position of Jarlr or even the glory of the Gods await me! (Any)

IDEALS

Someone plots to have me lose what I have conquered.

BONDS

Sometimes I forget my most important treasure: my home.

FLAWS

FEATS

JOURNEY TO RAGNAROK

Monk 1	Huscarl	Bear Warriors	
CLASS & LEVEL	BACKGROUND	PLAYER NAME	CLAN
Human			
RACE	ALIGNMENT	EXPERIENCE POINTS	

CHARACTER NAME _____

STRENGTH
+3

16

DEXTERITY
+2

14

CONSTITUTION
+1

13

INTELLIGENCE
+0

11

WISDOM
+2

15

CHARISMA
-1

9

+2

INSPIRATION

+2

PROFICIENCY BONUS

+5 STR +0 INT
 +4 DEX +2 WIS
 +1 CON -1 CHA

SAVING THROWS

RESISTANCES

CONDITIONS

+2

INITIATIVE

14

ARMOR CLASS

30 feet

SPEED

12

PASSIVE WISDOM (PERCEPTION)

12

PASSIVE WISDOM (ASATRU)

9

HIT POINTS

Temporary Hit Points

CURRENT HIT POINTS

DESCRIPTION	AC
ARMOR	
<input type="checkbox"/> Light <input type="checkbox"/> Medium <input type="checkbox"/> Heavy	
SHIELD	
MAGIC	
MISC.	Unarmored Defense 10 +Dex +Wis
ARMOR	

LEVELS

EXHAUSTION

1d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

EX PROF

- +4 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- +0 Arcana (Int)
- +2 Asatru (Wis)
- +5 Athletics (Str)
- 1 Deception (Cha)
- +0 History (Int)
- +4 Insight (Wis)
- 1 Intimidation (Cha)
- +2 Investigation (Int)
- +2 Medicine (Wis)
- +0 Nature (Int)
- +2 Perception (Wis)
- 1 Performance (Cha)
- 1 Persuasion (Cha)
- +0 Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +2 Survival (Wis)

SKILLS

ACTIONS	BONUS ACTIONS	REACTIONS
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
ACTIONS		

NAME & DESCRIPTION	PROF.	SKILL	RANGE	ATK BONUS	DAMAGE/TYPE
Shortsword (Finesse)	✓	STR	Melee	+5	1d6+3 slash.
Unarmed Strike	✓	STR	Melee	+5	1d4+3 bludg.

ATTACKS: WEAPONS & CANTRIPS

<p>LANGUAGES</p> <p>Common</p> <p>_____</p> <p>_____</p> <p>ARMORS</p> <p><input type="checkbox"/> Light <input type="checkbox"/> Medium <input type="checkbox"/> Heavy <input type="checkbox"/> Shields</p> <p>WEAPONS</p> <p><input checked="" type="checkbox"/> Simple <input type="checkbox"/> Martial <input type="checkbox"/> Others</p> <p>Shortsword</p> <p>_____</p> <p style="text-align: center;">PROFICIENCIES & LANGUAGES</p>	<p>TOOLS & OTHERS</p> <p>Cook's utensils</p> <p>_____</p> <p>_____</p>
--	---

<p>Shortsword</p> <p>Darts x10</p> <p>Explorer's Pack</p> <p>- Backpack</p> <p>- bedroll</p> <p>- mess kit</p> <p>- tinderbox</p> <p>- torch (10)</p> <p>- rations (10)</p> <p>- waterskin</p> <p>- hempen rope (50 feet)</p> <p style="text-align: center;">EQUIPMENT</p>	<p style="border: 1px solid black; padding: 2px; display: inline-block;">GP</p> <p style="border: 1px solid black; padding: 2px; display: inline-block;">SP</p> <p style="border: 1px solid black; padding: 2px; display: inline-block;">CP</p>
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JOURNEY TO RAGNAROK

CHARACTER NAME _____

GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	HAIR	EYES	SKIN



CHARACTER PORTRAIT

Bear Warriors (Birrir Rekkr)

Berserkers. Bear-men. Savages. There are a number of epithets to define the folks from the mountains of Norrvegr and they all describe their lifestyle pretty accurately.

The Bear Warriors don't talk much. They are practical, spontaneous and tend solve every problem with brute strength. Almost nobody can stop them once they commit.

A true Bear Warrior will never pass a chance to show his or her strength and will always be at the forefront against any opponent.

The Bears tend to wear heavy furs – usually bears' or from other mountain animals – and wield heavy weapons to maximize their strength advantage with devastating effects. Those who are skilled in magic wears totems upon totems, made of bone, wood or any other material available at the top of their mountains.

An ancient motto of the lands of the North says: "It's not important to be friend with a Bear, what's important is that the Bear is on your side of the shield wall".



CLAN

ALLIES _____



RUNE

Freya

ÆTT

Huscarl

An honorable and respectable occupation with good earnings but high risk. Being a Huscarl means responsibility and integrity but sometimes it is a position occupied by power or to give vent to the bloodlust.

Huscarl skills: A Huscarl remains such until his death. Only Huscarl who are dishonorable or guilty of crimes, betray the solidarity pact that binds them. With this background, you can count on the support of Huscarl guards, even from other areas, if you are able to prove your membership. Except for situations of open hostility.

BACKGROUND

Unarmored Defense: Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

Martial Arts: At 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons, which are short swords and any simple melee weapons that don't have the two-handed or heavy property. You gain the following benefits while you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield:

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and monk weapons.
- You can roll a d4 in place of the normal damage of your unarmed strike or monk weapon. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table.
- When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

CLASS FEATURES AND NOTES

Being a guard does not mean being surly, I am very nice and I love socializing.

PERSONALITY TRAITS

Protection. Those who have the strength to defend themselves must first defend others. (Honorable)

IDEALS

I am here because I want to protect someone in particular.

BONDS

I am tired of my life.

FLAWS

FEATS

JOURNEY TO RAGNAROK

CHARACTER NAME _____

Paladin 1	Jarl	Gjallarhorn
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Human		CLAN
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH
+2
15

INSPIRATION
+2
PROFICIENCY BONUS

+1
INITIATIVE

18
ARMOR CLASS

30 feet
SPEED

10
PASSIVE WISDOM (PERCEPTION)

12
PASSIVE WISDOM (ASATRU)

DEXTERITY
+1
13

+2 STR -1 INT
 +1 DEX +2 WIS
 +3 CON +3 CHA

SAVING THROWS

RESISTANCES

CONDITIONS

13
HIT POINTS

Temporary Hit Points _____
CURRENT HIT POINTS _____

DESCRIPTION	AC
ARMOR Chain Mail	16
<input checked="" type="checkbox"/> Light <input checked="" type="checkbox"/> Medium <input checked="" type="checkbox"/> Heavy	
SHIELD Shield	+2
MAGIC	
MISC.	
ARMOR	

CONSTITUTION
+3
16

LEVELS

EXHAUSTION

1d10
HIT DICE

SUCCESSSES
FAILURES
DEATH SAVES

INTELLIGENCE
-1
8

EXPLORER

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

SKILLS

ACTIONS	BONUS ACTIONS	REACTIONS
Divine Sense		
Lay on Hands		

ACTIONS

WISDOM
+0
10

NAME & DESCRIPTION	PROF.	SKILL	RANGE	ATK BONUS	DAMAGE/TYPE
Longsword (Versatile 1d10)	✓	STR	Melee	+4	1d8 +2 slash.
Javelin (Thrown)	✓	STR	30/120	+4	1d6 +2 pierc.

ATTACKS: WEAPONS & CANTRIPS

CHARISMA
+1
12

LANGUAGES
Common

TOOLS & OTHERS

ARMORS
 Light Medium Heavy Shields

WEAPONS
 Simple Martial Others

PROFICIENCIES & LANGUAGES

Chain Mail -10 days of rations

Shield -waterskin

Longsword -50 feet of hempen rope strapped to the side of the backpack

5 Javelins

Sacred symbol

Explorer's Pack:
-backpack
-bedroll
-mess kit
-tinderbox
-10 torches

EQUIPMENT

GP
SP
CP

JOURNEY TO RAGNAROK

CHARACTER NAME _____

GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	HAIR	EYES	SKIN



CHARACTER PORTRAIT

Gjallarhorn

The Gjallarhorns are proud, dedicated and pragmatic.

They are protectors born and raised, they are ready to go any length to shield their companions, guiding them to fight as single, cohesive force.

While they carry weapons clothes and armors of vastly superior quality to the Odin's Eye, the Gjallarhorns tend to favor dark and simple design over lavish and shiny ones. In everyday life and on the battlefield, a Gjallarhorn favor actions over words.

While every Gjallarhorn desires to show her valor in a raid, they are all dedicated to protecting their homeland first.

A true Gjallarhorn is always ready to abandon any task to rush back and defend the homeland when it's in peril.



CLAN

ALLIES _____



RUNE

Freya

ÆTT

Jarl

Being a Jarlr means having great honor and respect but it also means great expectations.

From an early age you grew up with the heroic tales of your ancestors and you are expected to be worthy of their name.

Educated in the oral traditions of the Gods and in the laws of your land, you must remember that you are not superior to other men.

For a Jarlr the border between pride and arrogance is likely to be very subtle, as well as the desire to become more powerful or aspire to become king.

Heroes Blood: When choosing this background, you also choose a Midgardr location. In the chosen location, you are considered the leader.

You, or your family, own the largest house in the village, which is also the center of the town's social life. Your opinion is highly valued as if it were the law. The ardor of your ancient ancestors has been handed down in your blood and elevates you among the proudest of men. Great respect is due to you, and no one will ever refuse you an audience or hospitality, you are worthy of the name you hold among your peers.

BACKGROUND

Divine Sense: As an action, you can open your awarness to detect the presence of strong evil or powerful good. Until the end of your next turn, you know the location of any celestial, fiend or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the *Hallow* spell. You can use this feature 2 times. When you finish a long rest, you regain all expended uses.

Lay on Hands: You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore up to 5 hit points. As an action, you can touch a creature and draw power from the pool to restore a number of hits points to that creature, up to the maximum amount remaining in your pool.

Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it.

CLASS FEATURES AND NOTES

I feel like an ordinary person and reveal my heritage only when necessary.

PERSONALITY TRAITS

Destiny. The hand of fate and the gods guides me on the path to glory. (Any)

IDEALS

I have a sacred task entrusted to me by an oracle, only I can accomplish it.

BONDS

Behind the mask of a powerful woman, there is one weak and fearful.

FLAWS

FEATS

JOURNEY TO RAGNAROK

CHARACTER NAME _____

Ranger 1	Vikingr	Wolves of the Shadow
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Human		CLAN
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH
+0
11

INSPIRATION
+2 PROFICIENCY BONUS

+3
INITIATIVE

14
ARMOR CLASS

30 feet
SPEED

14 PASSIVE WISDOM (PERCEPTION)

12 PASSIVE WISDOM (ASATRU)

DEXTERITY
+3
16

+2 STR -1 INT
 +5 DEX +2 WIS
 +1 CON +2 CHA
 SAVING THROWS

 RESISTANCES

 CONDITIONS

11
HIT POINTS

Temporary Hit Points
CURRENT HIT POINTS

DESCRIPTION	AC
ARMOR Leather Armor	14
<input checked="" type="checkbox"/> Light <input checked="" type="checkbox"/> Medium <input type="checkbox"/> Heavy	
SHIELD	
MAGIC	
MISC.	
ARMOR	

CONSTITUTION
+1
13

LEVELS

 EXHAUSTION

1d10
HIT DICE

SUCCESSES
 FAILURES
 DEATH SAVES

INTELLIGENCE
-1
9

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

ACTIONS	BONUS ACTIONS	REACTIONS

ACTIONS

WISDOM
+2
15

NAME & DESCRIPTION	PROF.	SKILL	RANGE	ATK BONUS	DAMAGE/TYPE
Bearded Axe (Finesse, Light and Thrown)	✓	DEX	Melee, 20/60	+5	1d6 +3 slash.

ATTACKS: WEAPONS & CANTRIPS

CHARISMA
+2
14

LANGUAGES
 Common

 ARMORS
 Light Medium Heavy Shields
 WEAPONS
 Simple Martial Others

 PROFICIENCIES & LANGUAGES

Leather Armor - waterskin
 2x Bearded Axes - 50 feet of hempen rope strapped to the side of the backpack
 Dungeoneer's Pack:
 - backpack
 - crowbar
 - hammer
 - 10 piton
 - 10 torches
 - tinderbox
 - 10 torches
 - 10 days of rations
 EQUIPMENT

GP
 SP
 CP

JOURNEY TO RAGNAROK

CHARACTER NAME _____

GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	HAIR	EYES	SKIN



CHARACTER PORTRAIT

Wolves of the Shadow (Myrkiir Vargar)

The Wolves of the Shadow are famous as ferocious warriors, skilled in taking advantage of terrain in battle, using simple – yet effective – team tactics to strike down their enemies at the best possible moment. Among the Wolves of the Shadow there are many Úlfheðnar, warrior-shamans that fight covered only in wolves' pelts.

The Wolves use simple equipment of low quality and they wear wolves pelts and fangs as clothes or ornaments. This makes them even more feral and savage in the eyes of the other clans.

The clan lives in harmony with nature, following the Nine Virtues. According to the Wolves reuniting the clans under a single ruler would weaken the lineage and would be a terrible shame in the eyes of Aesir and Vanir. They truly enjoy the natural competition between the warriors of the North.



CLAN

ALLIES _____



RUNE

Tyr

ÆTT

Vikingr

As Vikingr you are a resolute person, determined, and convinced that the path you have taken is the most direct for gaining glory and immortality, to be worthy of entering the legends.

An exceptional fighter, without fear of death, you often give in to excesses: violence and death accompany you as inseparable lovers.

Brotherhood of Blood: The blood pact that binds you to your fellow raiders is worth more than any family bond.

Each of them will put his life at risk in order to protect you and will grant you all their aid, even siding against those who are your superiors.

As Vikingr the population nurtures great respect towards you as well as fear.

BACKGROUND

Favored Enemy - Beasts: You have advantage on Wisdom (Survival) checks to track your favored enemy, as well as on Intelligence checks to recall information about them.

Natural Explorer - Forest: When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

CLASS FEATURES AND NOTES

I take maniacal care of my person, my body is a temple dedicated to the gods.

PERSONALITY TRAITS

Challenge. My life is a constant challenge of fate and the Gods, they will have to work hard to end it. (Chaotic)

IDEALS

My companions are my real family.

BONDS

I have no respect for anyone outside of what is shown on the battlefield.

FLAWS

FEATS

JOURNEY TO RAGNAROK

CHARACTER NAME _____

Rogue 1	Skògarmadhr	Wolves of the Shadow
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Human		CLAN
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH
-1
9

INSPIRATION
+2 PROFICIENCY BONUS

+3
INITIATIVE

14
ARMOR CLASS

30 feet
SPEED

11 PASSIVE WISDOM (PERCEPTION)

11 PASSIVE WISDOM (ASATRU)

DEXTERITY
+3
16

-1 STR +4 INT
 +5 DEX +1 WIS
 +0 CON +1 CHA
 SAVING THROWS

 RESISTANCES

 CONDITIONS

8
HIT POINTS

Temporary Hit Points
CURRENT HIT POINTS

DESCRIPTION	AC
ARMOR Leather Armor	14
<input checked="" type="checkbox"/> Light <input type="checkbox"/> Medium <input type="checkbox"/> Heavy	
SHIELD	
MAGIC	
MISC.	
ARMOR	

CONSTITUTION
+0
11

LEVELS

 EXHAUSTION

1d8
HIT DICE

SUCCESSSES
 FAILURES
 DEATH SAVES

INTELLIGENCE
+2
14

EXPERIENCE PROFICIENCY

- +3 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +2 Arcana (Int)
- +1 Asatru (Wis)
- 1 Athletics (Str)
- +1 Deception (Cha)
- +2 History (Int)
- +1 Insight (Wis)
- +1 Intimidation (Cha)
- +2 Investigation (Int)
- +1 Medicine (Wis)
- +2 Nature (Int)
- +1 Perception (Wis)
- +3 Performance (Cha)
- +5 Persuasion (Cha)
- +2 Religion (Int)
- +7 Sleight of Hand (Dex)
- +5 Stealth (Dex)
- +3 Survival (Wis)

SKILLS

ACTIONS	BONUS ACTIONS	REACTIONS
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
ACTIONS		

WISDOM
+1
12

NAME & DESCRIPTION	PROF.	SKILL	RANGE	ATK BONUS	DAMAGE/TYPE
Shortbow (Ammunition, Two-handed)	✓	DEX	80/320	+5	1d8 +3 pierc.
Assault Axe (Finesse)	✓	DEX	Melee	+5	1d8 +3 slash.
Dagger (Finesse, Light, Thrown)	✓	DEX	20/60	+5	1d4 +3 pierc.

ATTACKS: WEAPONS & CANTRIPS					

CHARISMA
+1
13

LANGUAGES
Common

TOOLS & OTHERS
Thieves' tools

ARMORS
 Light Medium Heavy Shields

WEAPONS
 Simple Martial Others
 Hand crossbows, longswords, rapiers, shortswords

PROFICIENCIES & LANGUAGES

Leather Armor - crowbar

Shortbow - hammer

Quiver with 20 arrows - 10 pitons

Assault axe - hooden lantern

2 Daggers - 2 flasks of oil

Thieves' tools - tinderbox

Burglar's Pack: - 5 days of rations

- backpack - waterskin

- bag of 1000 ball bearings - 50 feet of hempen rope strapped to the side of the backpack

- 10 feet of string

- 5 candles

EQUIPMENT

GP

SP

CP

JOURNEY TO RAGNAROK

CHARACTER NAME _____

GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	HAIR	EYES	SKIN



CHARACTER PORTRAIT

Wolves of the Shadow (Myrkiir Vargar)

The Wolves of the Shadow are famous as ferocious warriors, skilled in taking advantage of terrain in battle, using simple – yet effective – team tactics to strike down their enemies at the best possible moment. Among the Wolves of the Shadow there are many Úlfheðnar, warrior-shamans that fight covered only in wolves' pelts.

The Wolves use simple equipment of low quality and they wear wolves pelts and fangs as clothes or ornaments. This makes them even more feral and savage in the eyes of the other clans.

The clan lives in harmony with nature, following the Nine Virtues. According to the Wolves reuniting the clans under a single ruler would weaken the lineage and would be a terrible shame in the eyes of Aesir and Vanir. They truly enjoy the natural competition between the warriors of the North.



CLAN

ALLIES _____



RUNE

Heimdallr

ÆTT

Skögarmadhr

Being a Skögarmadhr is the lowest and most degrading of human conditions. In your past, there are terrible and dishonorable acts that have cost you exile from your community.

The purpose of a Skögarmadhr is mainly to see the dawn of the next day and make do with what you can to survive.

But not all Skögarmadhr deserve the fate they face, some are betrayed or framed by their enemies.

They can try to redeem their name, although it is almost impossible.

False Identity: After surviving in the woods during the winter you have moved to an area far enough away that no one knows your name or your story and you have built a second fake identity, pretending to be an oracle beggar, a freed slave or the only survivor of a dark tragedy.

Meet other Skögarmadhr like yourself, scattered throughout safe hiding places in the depths of Midgard's forests.

BACKGROUND

Expertise: At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

Sneak Attack: Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Thieves' Cant: During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

CLASS FEATURES AND NOTES

I grieve for the times in which I lived in society.

PERSONALITY TRAITS

Traditions. Living far from society does not prevent me from continuing to live according to the customs of my people. (Lawful)

IDEALS

I have a man who has sworn to kill me on my heels.

BONDS

I feel constantly hunted and do not trust anyone.

FLAWS

FEATS

JOURNEY TO RAGNAROK

CHARACTER NAME _____

Rune Master 1	Gothi	Icy Crows
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Human		CLAN
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH
+0
11

INSPIRATION
+2
PROFICIENCY BONUS

+2
INITIATIVE

13
ARMOR CLASS

30 feet
SPEED

15
PASSIVE WISDOM (PERCEPTION)

15
PASSIVE WISDOM (ASATRU)

DEXTERITY
+2
14

0 STR +1 INT
 +4 DEX +5 WIS
 +2 CON -1 CHA
 SAVING THROWS

 RESISTANCES

 CONDITIONS

10
HIT POINTS

Temporary Hit Points
CURRENT HIT POINTS

DESCRIPTION	AC
ARMOR Leather Armor	13
<input checked="" type="checkbox"/> Light <input type="checkbox"/> Medium <input type="checkbox"/> Heavy	
SHIELD	
MAGIC	
MISC.	
ARMOR	

CONSTITUTION
+2
15

LEVELS

 EXHAUSTION

1d8
HIT DICE

SUCCESSES
 FAILURES
 DEATH SAVES

INTELLIGENCE
+1
13

+2 Acrobatics (Dex)
 +3 Animal Handling (Wis)
 +1 Arcana (Int)
 +5 Asatru (Wis)
 +0 Athletics (Str)
 -1 Deception (Cha)
 +1 History (Int)
 +3 Insight (Wis)
 -1 Intimidation (Cha)
 +1 Investigation (Int)
 +5 Medicine (Wis)
 +1 Nature (Int)
 +5 Perception (Wis)
 -1 Performance (Cha)
 -1 Persuasion (Cha)
 +1 Religion (Int)
 +2 Sleight of Hand (Dex)
 +2 Stealth (Dex)
 +5 Survival (Wis)
 SKILLS

ACTIONS Create the Futhark Circle	BONUS ACTIONS Maintain the Futhark Circle	REACTIONS
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
ACTIONS		

WISDOM
+3
16

NAME & DESCRIPTION	PROF.	SKILL	RANGE	ATK BONUS	DAMAGE/TYPE
Quarterstaff (Versatile 1d8)	✓	STR	Melee	+2	1d6 +0 bludg.
Dagger (Finesse, Light, Thrown)	✓	DEX	20/60	+4	1d4 +2 pierc.
ATTACKS: WEAPONS & CANTRIPS					

CHARISMA
-1
9

LANGUAGES
Common

 TOOLS & OTHERS
Rune carving set

 ARMORS
 Light Medium Heavy Shields
 WEAPONS
 Simple Martial Others

 PROFICIENCIES & LANGUAGES

Leather Armor	-alms box	
Quarterstaff	-2 blocks of incense	GP
2 Daggers	-censer	
Set of wooden Runes	-vestments	
Arcane focus	-2 days of rations	SP
Rune carving set	-waterskin	
Priest Pack:	-50 feet of hempen rope strapped to the side of the backpack	CP
-backpack		
-blanket		
-10 candles		
-tinderbox		
EQUIPMENT		

JOURNEY TO RAGNAROK

CHARACTER NAME _____

GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	HAIR	EYES	SKIN



CHARACTER PORTRAIT

Icy Crows (Jokullsrafn)

The Icy Crows are famous for being meditative, serene and intelligent.

A member of the Icy Crows often has visions of future events or cast the runes to peer beyond the veil of fate. The Icy Crows are also experts of ancient magic rituals passed on orally within the clan.

A true Icy Crow live to serve the circle and its principles, she would do anything to preserve them.

An Icy Crow will never pass the opportunity to tell a story, recall a legend or pass down a myth. It doesn't matter how urgent are her obligations, she will always find time to tell about the way of the Gods and keep the culture of the Nordic people alive.



CLAN

ALLIES _____



RUNE

Heimdallr

ÆTT

Cantrips: You know the *Guidance* cantrip.

Spells: *Comprehend Languages, Cure Wounds, Heroism, Shield of Faith, Tunderwave.*

Spell Slots: two 1-st level spell slots.

Futhark Circle: You can cast a rune circle, carving with your magic the Futhark alphabet on the ground. To do so, you use an action on your turn to choose a point on the ground within 60 feet from you, creating a 10 feet radius Futhark Circle.

To maintain the circle active, you must use a bonus action each turn, and you must be able to see it.

When a creature you can see attacks a target other than you that is inside the circle, you can expend on of yours Futhark Circle dice as a reaction and subtract it to the enemy's attack roll made against him.

You have a number of Futhark Circle dice equal to your Wisdom modifier (a minimum of once), You regain any expended Futhark Circle dice when you finish a long rest. Your Futhark Circle die is a d6, and changes when you reach certain levels in this class.

CLASS FEATURES AND NOTES

I entrust myself to the Gods for every aspect of my life.

PERSONALITY TRAITS

Tradition. My strength is that of the ancient traditions, in that knowledge there is all that is needed in my life. (Lawful)

IDEALS

One day, in the world, there will exist no other Gods but mine.

BONDS

I do not think I have the respect or consideration that I deserve.

FLAWS

FEATS

Gothi

Other Gothar through oral recognition of respect for traditions educates the Gothi, as a child. Usually, second-generation students choose this path, but it is not strictly necessary, just like the social class. This path is prohibited to slaves and renegades. These figures have the responsibility of passing on traditions, rites and religious ceremonies to future generations, keeping alive the spirituality of the community. The common defects in a Gothi are their excessive attachment to ancient traditions and a lascivious infatuation with new ways, which is completely opposed to his formation. Typical defects of the Gothi is neglecting their duties or exploiting their social position for their own benefit.

Good wishes and hospitality: As Gothi you are welcome in any community that respects the traditions of the Ancient Gods. You will be welcomed in the halls of the Jarlr or the village chief; you will be offered food and shelter for the night in exchange for auspicious rituals. This welcome also extends to those who accompany you.

BACKGROUND

JOURNEY TO RAGNAROK

 CHARACTER NAME

Sorcerer 1	Vaeringi	Jotun's Sons
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Human		CLAN
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH

-1

9

INSPIRATION

+2

PROFICIENCY BONUS

+0

INITIATIVE

10

ARMOR CLASS

30 feet

SPEED

12

PASSIVE WISDOM (PERCEPTION)

14

PASSIVE WISDOM (ASATRU)

DEXTERITY

+0

11

-1 STR +1 INT
 +0 DEX +2 WIS
 +4 CON +5 CHA

SAVING THROWS

RESISTANCES

CONDITIONS

8

HIT POINTS

Temporary Hit Points

CURRENT HIT POINTS

DESCRIPTION	AC
ARMOR	
<input type="checkbox"/> Light <input type="checkbox"/> Medium <input type="checkbox"/> Heavy	
SHIELD	
MAGIC	
MISC.	
ARMOR	

CONSTITUTION

+2

15

LEVELS

EXHAUSTION

1d6

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

INTELLIGENCE

+1

13

EXPLORATION

+0 Acrobatics (Dex)
 +2 Animal Handling (Wis)
 +3 Arcana (Int)
 +4 Asatru (Wis)
 -1 Athletics (Str)
 +3 Deception (Cha)
 +1 History (Int)
 +4 Insight (Wis)
 +3 Intimidation (Cha)
 +1 Investigation (Int)
 +2 Medicine (Wis)
 +1 Nature (Int)
 +2 Perception (Wis)
 +3 Performance (Cha)
 +5 Persuasion (Cha)
 +1 Religion (Int)
 +0 Sleight of Hand (Dex)
 +0 Stealth (Dex)
 +2 Survival (Wis)

SKILLS

ACTIONS	BONUS ACTIONS	REACTIONS

ACTIONS

WISDOM

+2

14

NAME & DESCRIPTION	PROF.	SKILL	RANGE	ATK BONUS	DAMAGE/TYPE
Shortbow (Two-hand., Amm.)	✓	DEX	80/320	+2	1d6 +0 pierc.
Dagger (Finesse, Light, Thrown)	✓	DEX	20/60	+2	1d4 +0 pierc.

ATTACKS: WEAPONS & CANTRIPS

CHARISMA

+3

16

LANGUAGES

Common

TOOLS & OTHERS

ARMORS

Light Medium Heavy Shields

WEAPONS

Simple Martial Others
 Daggers, Darts, Quartestaffs, Slings, Spears, Light Crossbow

PROFICIENCIES & LANGUAGES

Shortbow

20 darts

2 Daggers

Dungeoneer's Pack:

-backpack

-crowbar

-hammer

-10 piton

-10 torches

-tinderbox

-10 torches

-10 days of rations

-waterskin

-50 feet of hempen rope strapped to the side of the backpack

GP

SP

CP

EQUIPMENT

JOURNEY TO RAGNAROK

CHARACTER NAME _____

GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	HAIR	EYES	SKIN



CHARACTER PORTRAIT

Jotun Sons (Jothnarsonir)

The Jotun Sons are mellifluous, cunning and full of tricks.

It is a Clan of outcasts, proud of their dissolute lifestyle and openly mocking the Nine Virtues. Their clothes and equipment are usually eccentric, yet functional. They are, in fact, great experts of traps, poisons and other obscure contraptions.

Barring some rare accidents, the Jotun Sons try to keep a neutral facade toward the other Clans: the last thing they want is becoming the common enemy of every other Clan of North.

When a Jotun Son goes into battle, she always takes time to find the best way to win without dying and – although considered a dishonorable behavior by many – this is a clear sign of the clan's superior strategic abilities. These qualities and their vast knowledge of the magical arts makes them very sought after allies for over-sea raids, in spite of the outcast status.



CLAN

ALLIES _____



RUNE

Tyr

ÆTT

Vaeringi

You are independent, curious and awake; you are not interested in power but certainly in gold, sometimes too much.

You have no ties to your native land and the world, beyond the sea, you think is a land of opportunity and income.

Sacred Oath: The oath taken on the sword that every Vaeringi carries when joining a merchant group is considered sacred and more important than any other bond on Midgardr.

Like Vaeringi you will always find passage by ship or work to earn some money. You can even get help from other Vaeringjar with whom you are not in conflict.

BACKGROUND

Cantrips: You know the following cantrips:

Mage Hand, Message, Minor Illusion, and Ray of Frost

Spells: You know the following spells:

Sleep, Thunderwave.

Spell Slots: 2 of 1st level.

Son of Jotunheimr: The infinite cold is part of you; like an endless source of power, once you have used its magic potential it starts seeping on your very flesh.

At 1st level, the first time you use all your spell slot of a certain level, your body transforms into partial ice. This transformation invigorates you, healing a number of Hit points equal to the spell slot that triggered the transformation plus your level, and you gain three times that number as temporary Hit points.

While you are in this state, you gain some benefits: you gain resistance to Cold Damage and, as an action, you can inflict freezing pain with your touch. Make a melee spell attack; if it hits, you deal damage equal to 1d6 + Your Charisma modifier + the spell slot level that triggered the transformation.

These effects, as well as temporary Hit Points gained from this feature, last for a minute.

Once you used this feature for a particular spell slot level, you cannot use it again for that level until you perform a long rest.

CLASS FEATURES AND NOTES

I do not know the meaning of regret and nostalgia.

PERSONALITY TRAITS

Dishonesty. I will do anything to get more than I should from each transaction, especially by using deception. (Dishonorable)

IDEALS

I left because I was no longer welcome in my home.

BONDS

I leave everything behind a little too easily.

FLAWS

FEATS

JOURNEY TO RAGNAROK

CHARACTER NAME _____

Warlock 1	Thrallr	Jotun's Sons
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Human		CLAN
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH
+1
13

DEXTERITY
+0
10

CONSTITUTION
+2
15

INTELLIGENCE
-1
9

WISDOM
+2
14

CHARISMA
+3
16

INSPIRATION
+2 PROFICIENCY BONUS

+1 STR -1 INT
 +0 DEX +4 WIS
 +2 CON +5 CHA
 SAVING THROWS

 RESISTANCES

 CONDITIONS

EX PROF

+0 Acrobatics (Dex)
 +4 Animal Handling (Wis)
 -1 Arcana (Int)
 +2 Asatru (Wis)
 +1 Athletics (Str)
 +5 Deception (Cha)
 -1 History (Int)
 +2 Insight (Wis)
 +5 Intimidation (Cha)
 -1 Investigation (Int)
 +2 Medicine (Wis)
 -1 Nature (Int)
 +2 Perception (Wis)
 +5 Performance (Cha)
 +3 Persuasion (Cha)
 -1 Religion (Int)
 +0 Sleight of Hand (Dex)
 +0 Stealth (Dex)
 +2 Survival (Wis)

SKILLS

+0
INITIATIVE

11
ARMOR CLASS

30 feet
SPEED

12 PASSIVE WISDOM (PERCEPTION)

12 PASSIVE WISDOM (ASATRU)

10
HIT POINTS

Temporary Hit Points _____
CURRENT HIT POINTS _____

DESCRIPTION	AC
ARMOR Leather Armor	11
<input checked="" type="checkbox"/> Light <input type="checkbox"/> Medium <input type="checkbox"/> Heavy	
SHIELD	
MAGIC	
MISC.	
ARMOR	

LEVELS

 EXHAUSTION

1d8
HIT DICE

SUCCESSES
 FAILURES
 DEATH SAVES

ACTIONS	BONUS ACTIONS	REACTIONS
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
ACTIONS		

NAME & DESCRIPTION	PROF.	SKILL	RANGE	ATK BONUS	DAMAGE/TYPE
Spear (Thrown, Versatile 1d8)	✓	STR	20/60	+3	1d8 +1 pierc.
Short Bow (Two-hand., Amm.)	✓	DEX	80/320	+2	1d6 +0 pierc.
Eldritch Blast	✓	CHA	120	+5	1d10 force

ATTACKS: WEAPONS & CANTRIPS

LANGUAGES Common	TOOLS & OTHERS _____
ARMORS <input checked="" type="checkbox"/> Light <input type="checkbox"/> Medium <input type="checkbox"/> Heavy <input type="checkbox"/> Shields	
WEAPONS <input checked="" type="checkbox"/> Simple <input type="checkbox"/> Martial <input type="checkbox"/> Others	
PROFICIENCIES & LANGUAGES	

Leather Armor	-tinderbox	
Spear	-10 torches	<input type="checkbox"/> GP
Short Bow	-10 days of rations	
20 darts	-waterskin	<input type="checkbox"/> SP
Arcane focus	-50 feet of hempen rope strapped to the side of the backpack	
Dungeoneer's Pack:		<input type="checkbox"/> CP
-backpack		
-crowbar		
-hammer		
-10 piton		
-10 torches		
EQUIPMENT		

JOURNEY TO RAGNAROK

CHARACTER NAME _____

GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	HAIR	EYES	SKIN



CHARACTER PORTRAIT

Jotun Sons (Jothmarsonir)

The Jotun Sons are mellifluous, cunning and full of tricks.

It is a Clan of outcasts, proud of their dissolute lifestyle and openly mocking the Nine Virtues. Their clothes and equipment are usually eccentric, yet functional. They are, in fact, great experts of traps, poisons and other obscure contraptions.

Barring some rare accidents, the Jotun Sons try to keep a neutral facade toward the other Clans: the last thing they want is becoming the common enemy of every other Clan of North.

When a Jotun Son goes into battle, she always takes time to find the best way to win without dying and – although considered a dishonorable behavior by many – this is a clear sign of the clan's superior strategic abilities. These qualities and their vast knowledge of the magical arts makes them very sought after allies for over-sea raids, in spite of the outcast status.



CLAN

ALLIES _____



RUNE

Heimdallr

ÆTT

Thrallr

Life is hard for a Thrallr, who has to settle for a meager meal and a roof over their heads in exchange for all their sweat.

Being away from one's home and the feeling of having no power over one's own destiny can create strong and tempered personalities.

A Thrallr often tries to redeem his life through work or conducting business for his master, this is how he might try to liberate himself. Freedom and independence can be regrets, but also dreams and goals.

Protected by the Master: You are considered the property of your master and, as such, you have value. You can always count on the support of your master, able to help you in case of need even after having redeemed yourself through your labors.

Food and shelter for the night you will always have at your master's house unless you have escaped or done dishonorable deeds.

BACKGROUND

Cantrips: You know the *Eldritch Blast* and *Mage Hand* cantrips.

Spells: *Hex, Shield.*

Spell Slots: one 1-st level spell slot.

Ranchor: You have an almost bestial behaviour.

Your skin is unnaturally tough and you react to any menace with unbridled fury. Starting at 1st level, while you are not wearing any armor, your Armor Class is 13 + your Dexterity Modifier.

As a reaction, when you are hit by a melee attack, you lash out at your attacker, dealing force damage equal to your Charisma Modifier (minimum 1).

Ageless Spite: Starting at 1st level, every time you deal damage to a creature with a warlock spell or cantrip and one or more damage dice rolls a 1, you heal 1 hit point per such die.

CLASS FEATURES AND NOTES

My eyes hide a great sadness.

PERSONALITY TRAITS

Escape. Every day may be the right day to escape and rediscover my freedom. (Dishonorable)

IDEALS

Plot a dishonorable deed together with other servants.

BONDS

Resentment builds in me day by day.

FLAWS

FEATS

JOURNEY TO RAGNAROK

CHARACTER NAME _____

Wizard 1	Gothi	Icy Crows
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Human		CLAN
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH
+0
11

DEXTERITY
+1
13

CONSTITUTION
+2
14

INTELLIGENCE
+3
16

WISDOM
+2
15

CHARISMA
-1
9

INSPIRATION

+2 PROFICIENCY BONUS

+0 STR +5 INT
 +1 DEX +4 WIS
 +2 CON -1 CHA
 SAVING THROWS

 RESISTANCES

 CONDITIONS

+1
INITIATIVE

11
ARMOR CLASS

30 feet
SPEED

12 PASSIVE WISDOM (PERCEPTION)

14 PASSIVE WISDOM (ASATRU)

8
HIT POINTS

Temporary Hit Points _____
CURRENT HIT POINTS _____

DESCRIPTION	AC
ARMOR	_____
<input type="checkbox"/> Light <input type="checkbox"/> Medium <input type="checkbox"/> Heavy	
SHIELD	_____
MAGIC	_____
MISC.	_____
ARMOR	_____

LEVELS

 EXHAUSTION

1d6
HIT DICE

SUCCESSES
 FAILURES
 DEATH SAVES

EXPLORER

+1 Acrobatics (Dex)
 +2 Animal Handling (Wis)
 +5 Arcana (Int)
 +4 Asatru (Wis)
 +0 Athletics (Str)
 -1 Deception (Cha)
 +3 History (Int)
 +2 Insight (Wis)
 -1 Intimidation (Cha)
 +5 Investigation (Int)
 +4 Medicine (Wis)
 +3 Nature (Int)
 +2 Perception (Wis)
 -1 Performance (Cha)
 -1 Persuasion (Cha)
 +3 Religion (Int)
 +1 Sleight of Hand (Dex)
 +1 Stealth (Dex)
 +2 Survival (Wis)

SKILLS

ACTIONS	BONUS ACTIONS	REACTIONS
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

ACTIONS

NAME & DESCRIPTION	PROF.	SKILL	RANGE	ATK BONUS	DAMAGE/TYPE
Quarterstaff (Versatile 1d8)	✓	STR	Melee	+2	1d8 +0 bludg.
Fire Bolt	✓	INT	120 feet	+5	1d10 fire

ATTACKS: WEAPONS & CANTRIPS

LANGUAGES Common	TOOLS & OTHERS
_____	_____
ARMORS <input type="checkbox"/> Light <input type="checkbox"/> Medium <input type="checkbox"/> Heavy <input type="checkbox"/> Shields	
WEAPONS <input type="checkbox"/> Simple <input type="checkbox"/> Martial <input type="checkbox"/> Others Daggers, darts, slings, quarterstaves, light crossbows	
PROFICIENCIES & LANGUAGES	

Quartestaff - hempen rope (50 feet) Arcane Focus Spellbook Explorer's Pack - Backpack - bedroll - mess kit - tinderbox - torch (10) - rations (10) - waterskin	<input type="checkbox"/> GP <input type="checkbox"/> SP <input type="checkbox"/> CP
EQUIPMENT	

JOURNEY TO RAGNAROK

CHARACTER NAME _____

GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	HAIR	EYES	SKIN



CHARACTER PORTRAIT

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A true Icy Crow live to serve the circle and its principles, she would do anything to preserve them.

An Icy Crow will never pass the opportunity to tell a story, recall a legend or pass down a myth. It doesn't matter how urgent are her obligations, she will always find time to tell about the way of the Gods and keep the culture of the Nordic people alive.



CLAN

ALLIES _____



RUNE

Tyr

ÆTT

Gothi

Other Gothar through oral recognition of respect for traditions educates the Gothi, as a child. Usually, second-generation students choose this path, but it is not strictly necessary, just like the social class. This path is prohibited to slaves and renegades. These figures have the responsibility of passing on traditions, rites and religious ceremonies to future generations, keeping alive the spirituality of the community. The common defects in a Gothi are their excessive attachment to ancient traditions and a lascivious infatuation with new ways, which is completely opposed to his formation. Typical defects of the Gothi is neglecting their duties or exploiting their social position for their own benefit.

Good wishes and hospitality: As Gothi you are welcome in any community that respects the traditions of the Ancient Gods. You will be welcomed in the halls of the Jarlr or the village chief; you will be offered food and shelter for the night in exchange for auspicious rituals. This welcome also extends to those who accompany you.

BACKGROUND

Cantrips: You know the following cantrips: _____

Fire Bolt, Light, Prestidigitation.

Spells: *Burning Hands, Find Familiar, Mage Armor, Magic Missile, Shield, Sleep.*

Spell Slots: two 1-st level spell slots.

Arcane Recovery: You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher.

CLASS FEATURES AND NOTES

I spent much time as a foreigner, wandering from one village to another, that I no longer feel comfortable in the life of the community.

PERSONALITY TRAITS

Tradition. My strength is that of the ancient traditions, in that knowledge there is all that is needed in my life. (Lawful)

IDEALS

I had a vision of the Gods and I want to find them in person.

BONDS

Sometimes I change traditions or divination results, to gain personal advantage.

FLAWS

FEATS