

CARIAN

Barbarian 9 (Berserker)

CLASS & LEVEL

EXPERIENCE POINTS

Human

RACE/ANCESTRY/HERITAGE

BACKGROUND

SOLITION OF PLAYER ID

CAMPAIGN OF PLAYER ID

STR +4 18	+4 PROFICIENCY BONUS
	SAVING THROWS
DEX +3 16	+8 Strength Saves * +3 Dexterity Saves +7 Constitution Saves * +1 Intelligence Saves +2 Wisdom Saves +1 Charisma Saves * Prof. bonus added
CON	SKILLS
+3	+3 Acrobatics (Dex)
16	+6 Animal Handling (Wis) *
10	+1 Arcana (Int)
	+8 Athletics (Str) *
INT	+1 Deception (Cha)
+1	+1 History (Int)
_	+2 Insight (Wis)
12	+5 Intimidation (Cha) *
	+1 Investigation (Int) +2 Medicine (Wis)
	+5 Nature (Int) *
WIS	+6 Perception (Wis) *
+2	+1 Performance (Cha)
15	+1 Persuasion (Cha)
13	+1 Religion (Int)
	+3 Sleight of Hand (Dex)
СНА	+3 Stealth (Dex)
+1	+2 Survival (Wis)
	* 0 ()
12	* Prof. bonus added
	PASSIVE WISDOM (PERCEPTION)

PROFICIENCIES & LANGUAGES

Armor: light armor, medium armor, shields
Weapons: simple weapons, martial weapons
Tools: gaming set (dice set), vehicles (land craft)

Saving Throws: Strength, Constitution Skills: Animal Handling, Athletics, Intimidation, Nature, Perception Languages: Common, Dwarvish, Giant

ENCUMBRANCE

Lifting & Carrying: 270 lbs. max. carrying capacity; 540 lbs. pushing or dragging (speed -5 ft.); 540 lbs. max. lift.

ARMOR CLASS (AC) INITIATIVE

16 +3 40 ft.

Armor Worn: none (Unarmored Defense)

95 HIT DICE 9d12

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*: +8 to hit, reach 5 ft. *Hit*: 1d12+4 slashing damage. (Must be used two-handed.)

Handaxe. Melee Weapon Attack: +8 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: +8 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, FEATS & SPECIAL ATTACKS

Slasher: Once per turn when you hit a creature with an attack that deals slashing damage, you can reduce the speed of the target by 10 feet until the start of your next turn. When you score a critical hit that deals slashing damage to a creature, you grievously wound it. Until the start of your next turn, the target has disadvantage on all attack rolls.

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), gaming set (playing card set), belt pouch, set of common clothes, an insignia of rank, trophy taken from fallen enemy. (This load is about 83 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 706 gold pieces (gp); 16 silver pieces (sp); 22 copper pieces (cp); 2 gems (worth 100 gp each)

FEATURES, TRAITS & MORE

Alignment: Neutral Evil. I lack compassion and do whatever I want, promoting control over others above all else.

Soldier Background [PHB p. 140]

- Feature: Military Rank.
- Tech: Medieval / Steel Age.
- Traits: Former city guard. Rustic nature.
- Ideal: It is better to be feared than loved.
- Bond: Unit rival outranks you.
- Flaw: Only respects veterans.

Human Traits [PHB p. 29]

- Creature Type: Humanoid
- Age: 43 years old
- Medium Size (6' 5", 257 lbs.)

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)
- Brutal Critical (extra crit. roll)

Rage Effects [PHB p. 48]

- Advantage on STR checks and saves
- +3 bonus on STR-based melee damage
- Resistence (half damage) from bludgeoning, piercing and slashing damage.
- Mindless Rage (no charm, fear in rage)

PLAYING THE GAME

• The Dungeon Master (DM) describes a scene and players take turns describing

their characters' responses.

 For ability checks, saving throws, and attack rolls, roll 1d20 + one ability modifier + proficiency bonus (if proficient in task). The higher the total, the better the effort.

- The DM tracks minimum totals needed for successful results.
- For initiative rolls, roll 1d20 + Initiative (Dex) modifier. Higher totals act before lower totals in the same 6-second round.
- During a turn, a character or creature may do 1 movement, 1 action and up to 1 bonus action. Between turns, do up to 1 reaction.
- Advantage: Roll two d20s and use the higher result. Disadvantage: Roll two d20s and use the lower result.
- On attack rolls only, a "natural 20" is always a critical hit, while a "natural 1" is always a miss.
- Saving throws are rolled as needed at any time due to attacks, spells, or hazzards.
- A character may die if failing three death saves while at 0 hit points, gaining 6 levels of exhaustion, or suffering certain deadly spells and hazzards.
- Specific traits, features, spells, and magic items may create exceptions to any rules.

ACTIONS (1 per turn)

- Attack: Roll to hit, melee or ranged. Some classes and creatures make extra attacks at higher levels with this action.
- Cast Spell: If casting time 1 action.
- Dash: Double Speed this turn.
- Disengage: Avoiding all opportunity attacks while moving; "defensive retreat."
- Dodge: Give attackers disadvantage
- Escape: Try to break free from grapple.
- Grapple: Special melee attack.
- **Help:** Give an ally advantage on one ability check or attack roll.
- Hide: Stealth allowed only if unobserved.
- **Ready:** Plan to take action as reaction when trigger occurs.
- Search: Perception or Investigation check.
- Shove: Special melee attack.
- Stabilze: DC 10 Medicine check to aid 0 h.p. dying creature; automatic success if using healer's kit.
- **Use Object:** Pick a lock, activate magical item, cover a hooded lantern, etc.
- Use Potion: Drink or administer.
- Use Shield: Equip or drop a shield.

BONUS ACTIONS (up to 1 per turn)

- Offhand Attack: If doing Attack as action, may make one attack this turn if light weapon in other hand.
- Cast Spell: If casting time 1 bonus action.

MOVEMENTS (limited by Speed)

- Move: Distance equal to Speed.
- Crawl, Climb, Swim, Squeeze, Move Across Difficult Terrain or Move While Grappling: "Half speed," uses up 10 ft. of Speed per 5 ft. distance.
- Drop Prone: No cost to Speed.
- Stand Up: From Prone position/condition, costs half Speed that turn.
- Take Cover: At end of move, half cover gives +2 to Armor Class and Dexterity saving throws; three-quarter cover gives +5 AC and Dex saves.

REACTIONS (1 between turns)

- Cast Spell: If casting time 1 reaction.
- Opportunity Attack: May make one attack if enemy moves out of reach.
- **Readied Action:** After trigger occurs, else action wasted.

FREE ACTIONS

- Concentration (Maintain A Spell): Ends if caster starts another concentration spell, or the caster is incapacitated, stunned, unconscious, or killed. If caster takes damage, a Constitution saving throw is needed to avoid immediately ending spell. DC is equal to 10 or half damage taken, whichever is greater. Each hit needs a separate saving throw check.
- Interacting With An Object: Generally part of another Movement or Action.
 Examples: Draw one weapon, drop a held object, or open an unlocked door.

« BACK TO GENERATE ANOTHER CHARACTER

Page number references...

[PHB] = Dungeons & Dragons Player's Handbook (5th edition) by Mike Mearls and Jeremy Crawford, published Aug. 19, 2014, by Wizards of the Coast (ISBN-10: 0786965606; ISBN-13: 978-0786965601).

[DMG] = Dungeons & Dragons Dungeon Master's Guide (5th edition) by Mike Mearls and Jeremy Crawford, published Dec. 9, 2014, by Wizards of the Coast (ISBN-10: 9780786965625; ISBN-13: 978-0786965625).

[MM] = Dungeons & Dragons Monster Manual (5th edition) by Mike Mearls and Jeremy Crawford, published Sept. 30 2014, by Wizards of the Coast (ISBN-10: 0786965614; ISBN-13: 978-0786965618).

[ERftLW] = Eberron: Rising from the Last War by Jeremy Crawford, James Wyatt and Keith Baker, published Nov. 19, 2019, by Wizards of the Coast (ISBN-10: 0786966890; ISBN-13: 978-0786966899).

[MOoT] = Mythic Odysseys of Theros by F. Wesley Schneider, James Wyatt, published July 21, 2020, by Wizards of the Coast (ISBN-10: 0786967013; ISBN-13: 978-0786967018).

[MToF] = Mordenkainen's Tome Of Foes by Mike Mearls and Jeremy Crawford, published May 29, 2018, by Wizards of the Coast (ISBN-10: 0786966246; ISBN-13: 978-0786966240).

[TCoE] = Tasha's Cauldron of Everything, published Nov. 17, 2020, by Wizards of the Coast (ISBN-10: 0786967021; ISBN-13: 978-0786967025).

[VRGtR] = Van Richten's Guide To Ravenloft by F. Wesley Schneider and others, published May 18, 2021, by Wizards of the Coast (ISBN-10: 0786967250; ISBN-13: 978-0786967254).

[VGtM] = Volo's Guide To Monsters by Mike Mearls, published Nov. 15, 2016, by Wizards of the Coast (ISBN-10: 0786966017; ISBN-13: 978-0786966011).

[WBtW] = The Wild Beyond The Witchlight by Chris Perkins and team, published Nov. 15, 2016, by Wizards of the Coast (ISBN-13: 978-0786967278).

[XGtE] = Xanathar's Guide to Everything by Mike Mearls and Jeremy Crawford, published Nov. 21, 2017, by Wizards of the Coast (ISBN-10: 0786966114; ISBN-13: 978-0786966110).

Books are available from a gaming store near you.

HEY CRITTERS! CRITICAL ROLE SOURCEBOOKS

[TDCS] = Critical Role: Tal'Dorei Campaign Setting by Matthew Mercer, published Oct. 17, 2017, by Green Ronin Publishing (ISBN-10: 1934547840; ISBN-13: 978-1934547847).

[EGtW] = Explorer's Guide to Wildemount by Matthew Mercer, published March 17, 2020, by Wizards of the Coast (ISBN-10: 0786966912; ISBN-13: 978-0786966912).

[Gunslinger] = Gunslinger Martial Archetype for Fighters by Matthew Mercer, from https://www.dmsguild.com/product/170778/Gunslinger-Martial-Archetype-for-Fighters

[Blood Hunter] = Blood Hunter Class for D&D 5e (2020) by Matthew Mercer, from https://www.dmsguild.com/product/301641/Blood-Hunter-Class-for-DD-5e-2020

[Maestro] = College of the Maestro - Bard College Option by Matthew Mercer, from https://www.dmsguild.com/product/183630/College-of-the-Maestro--Bard-College-Option

DOWNLOADS

[Basic Rules] = Dungeons & Dragons Basic Rules, available for download from https://dnd.wizards.com/articles/features/basicrules

[EEPG] = Elemental Evil Player's Companion, available for download from https://dnd.wizards.com/products/tabletop-games/rpg-products/player's-companion

[UA Feb. 2015] = Unearthed Arcana: Eberron (v.1), available for download from https://dnd.wizards.com/articles/unearthed-arcana/unearthed-arcana-eberron

[UA May 2015] = Unearthed Arcana: Waterborne Adventures, available for download from https://dnd.wizards.com/articles/unearthed-arcana/unearthed-arcana-waterborne-adventures

[UA August 2015] = Unearthed Arcana: Modern Magic, available for download from https://dnd.wizards.com/articles/unearthed-arcana/modern-magic. This site also uses Dan Helmick's My New D20 Modern Campaign conversion notes from his 2015 website article on Wizards.com.

[UA May 2018] = Unearthed Arcana: Centaurs And Minotaurs, available for download from https://dnd.wizards.com/articles/unearthed-arcana/centaurs-and-minotaurs

[UA March 2021] = Unearthed Arcana: Folk Of The Feywild, available for download from https://dnd.wizards.com/articles/unearthedarcana/folk_feywild

[UA Oct. 2021] = Unearthed Arcana: Travelers Of The Multiverse, available for download from https://dnd.wizards.com/articles/unearthed-arcana/travelers-multiverse

[TP] = The Tortle Package, see https://dnd.wizards.com/products/tabletop-games/digital-only-rpg-products/tortle-package

FREQUENTLY ASKED QUESTIONS | CONTACT (especially about typos, glitches and othre errrors)

Wizards of the Coast, Magic: The Gathering, and their logos are trademarks of Wizards of the Coast LLC in the United States and other countries. © 2009 Wizards. All Rights Reserved.

This Web site is not affiliated with, endorsed, sponsored, or specifically approved by Wizards of the Coast LLC. This Web site may use the trademarks and other intellectual property of Wizards of the Coast LLC, which is permitted under Wizards' Fan Site Policy. For example, DUNGEONS & DRAGONS®, D&D®, PLAYER'S HANDBOOK 2®, and DUNGEON MASTER'S GUIDE® are trademark[s] of Wizards of the Coast and D&D® core rules, game mechanics, characters and their distinctive likenesses are the property of the Wizards of the Coast. For more information about Wizards of the Coast or any of Wizards' trademarks or other intellectual property, please visit their website at www.wizards.com.

Critical Role is a trademark of Critical Role Productions. For more information, see critrole.com and darringtonpress.com.