



SHARG

Barbarian 6 (Berserker)

CLASS & LEVEL

Hobgoblin

RACE

14,560

EXPERIENCE POINTS

Gladiator

BACKGROUND

DM NPC

PLAYER NAME

LMoP

CAMPAIGN or PLAYER ID

STR
+3
17

+3 PROFICIENCY BONUS

DEX
+1
13

CON
+3
16

INT
+0
11

WIS
+1
12

CHA
-1
8

SAVING THROWS

- +6 Strength Saves *
- +1 Dexterity Saves
- +6 Constitution Saves *
- +0 Intelligence Saves
- +1 Wisdom Saves
- 1 Charisma Saves
- * Prof. bonus added

SKILLS

- +4 Acrobatics (Dex) *
- +1 Animal Handling (Wis)
- +0 Arcana (Int)
- +6 Athletics (Str) *
- 1 Deception (Cha)
- +0 History (Int)
- +1 Insight (Wis)
- 1 Intimidation (Cha)
- +0 Investigation (Int)
- +1 Medicine (Wis)
- +0 Nature (Int)
- +1 Perception (Wis)
- +2 Performance (Cha) *
- 1 Persuasion (Cha)
- +0 Religion (Int)
- +1 Sleight of Hand (Dex)
- +1 Stealth (Dex)
- +4 Survival (Wis) *

* Prof. bonus added

11 PASSIVE WISDOM (PERCEPTION)

PROFICIENCIES & LANGUAGES

Armor: light armor, medium armor, shields

Weapons: simple weapons, martial weapons, longbow, longsword

Tools: disguise kit, gambling dice

Saving Throws: Strength, Constitution

Skills: Acrobatics, Athletics, Performance, Survival

Languages: Common, Goblin

ARMOR CLASS (AC)

14

INITIATIVE

+1

40 ft.

Armor Worn: None (Unarmored Defense Feature)

HIT POINTS

65

HIT DICE

6d12

DEATH SAVED: 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:* +6 to hit, reach 5 ft. *Hit:* 1d12+3 slashing damage. (Must be used two-handed.)

Handaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 1d6+3 slashing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

Javelin. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 1d6+3 piercing damage. (If thrown, normal range to 30 ft.; disadvantage long range 31 to 120 ft.)

MAGIC & SPECIAL ATTACKS

Rage. Lasts 1 minute (10 rounds), or until unconscious, haven't attacked or been hit.

SPEED

FEATURES, TRAITS & MORE

Alignment: Lawful Evil. I take what I want up to the maximum allowed by law or loyalty, promoting order and control over others.

Hobgoblin Traits [VGtM p. 119]

- Age: 26-years-old
- Medium Size (5' 5", 137 lbs.)
- Darkvision (60 feet)
- Martial Training (prof. in longsword, longbow and light armor)
- Saving Face (on failed attack, ability check or saving throw roll, gain bonus equal to number of allies in sight within 30 feet, max. bonus +5, use once between short rests)

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)

Rage Effects [PHB p. 48]

- Advantage on STR checks and saves
- +2 bonus on STR-based melee damage
- Resistance (half damage) from bludgeoning, piercing and slashing damage.
- Mindless Rage (no charm, fear in rage)

Background Features [PHB p. 130]

- By Popular Demand

EQUIPMENT & TREASURE

Carried Gear: greataxe, two (2) handaxes, five (5) javelins, explorer's pack (includes a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it), belt pouch, set of common clothes, a unique ornamental addition to your armor or a weapon, the favor of an admirer (love letter, lock of hair, or trinket)

Lifting and Carrying: 255 lbs. max. carrying capacity; 510 lbs. pushing or dragging (speed -5 ft.); 510 lbs. max. lift.

Coins & Gems: 708 gold pieces (gp); 78 silver pieces (sp); 48 copper pieces (cp); 4 gems (worth 50 gp each)

« BACK TO GENERATE ANOTHER CHARACTER

[PHB] = page number reference to the *Dungeons & Dragons Player's Handbook* (5th edition) by Mike Mearls and Jeremy Crawford, published August 19, 2014, by Wizards of the Coast (ISBN-10: 0786965606; ISBN-13: 978-0786965601). **[VGtM]** = *Volo's Guide To Monsters* (ISBN 9780786966073), [available from a gaming store near you](#).

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

CONTACT (especially about typos, glitches and othre errors)

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.