D&D BEYOND

Amethyst Whitestone

CHARACTER NAME

Barbarian 5 [Path of the Berserker]
CLASS & LEVEL

PLAYER NAME

Earth Genasi
RACE

Outlander
BACKGROUND

EXPERIENCE POINTS

STRENGTH	+4	18
DEXTERITY	+2	14
CONSTITUTION	+3	16
INTELLIGENCE	-1	8
WISDOM	+0	10
CHARISMA	+0	10

⊙	+7	Strength
○	+2	Dexterity
⊙	+6	Constitution
○	-1	Intelligence
○	+0	Wisdom
○	+0	Charisma

Saving Throw Modifiers

Advantage on DEX against effects that you can see while not blinded, deafened, or

SAVING THROWS

○	+2	Acrobatics	DEX
○	+0	Animal Handling	WIS
○	-1	Arcana	INT
Ⓟ	+7	Athletics	STR
○	+0	Deception	CHA
○	-1	History	INT
○	+0	Insight	WIS
○	+0	Intimidation	CHA
○	-1	Investigation	INT
○	+0	Medicine	WIS
○	-1	Nature	INT
Ⓟ	+3	Perception	WIS
○	+0	Performance	CHA
○	+0	Persuasion	CHA
○	-1	Religion	INT
○	+2	Sleight of Hand	DEX
Ⓟ	+5	Stealth	DEX
Ⓟ	+3	Survival	WIS
○			
○			
○			

SKILLS

+2
INITIATIVE

ARMOR
16
CLASS

DEFENSES

INSPIRATION

+3
PROFICIENCY BONUS

ABILITY SAVE DC

40 ft. (Walking)
SPEED

Max HP	Current HP	Temp HP
55		--

HIT POINTS

Total 5d12
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

=== ARMOR ===
Light Armor, Medium Armor, Shields

=== WEAPONS ===
Martial Weapons, Simple Weapons

=== TOOLS ===
Drum

=== LANGUAGES ===
Common, Dwarvish, Primordial

PROFICIENCIES & LANGUAGES

=== ACTIONS ===
Standard Actions
Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

=== BONUS ACTIONS ===
Frenzy Attack
While in a frenzy, you can make a single melee weapon attack as a bonus action on each of your turns after this one.

Rage • 3 / Long Rest
As a bonus action enter a rage for up to 1 minute (10 rounds).

You gain advantage on STR checks and saving throws (not attacks), +2 melee damage with STR weapons, resistance to bludgeoning, piercing, slashing damage. You can't cast or concentrate on spells while raging.

Your rage 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 as a bonus action.

ACTIONS

13	PASSIVE WISDOM (PERCEPTION)
10	PASSIVE WISDOM (INSIGHT)
9	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Greataxe, +1	+8	1d12+5 Slashing	Martial, Heavy, Two-Handed
Handaxe	+7	1d6+4 Slashing	Simple, Light, Thrown, Range (20/60)
Handaxe	+7	1d6+4 Slashing	Simple, Light, Thrown, Range (20/60)
Javelin	+7	1d6+4 Piercing	Simple, Thrown, Range (30/120)
Maul, +1	+8	2d6+5 Bludgeoning	Martial, Heavy, Two-Handed
Pike, +1	+8	1d10+5 Piercing	Martial, Heavy, Reach, Two-Handed

WEAPON ATTACKS & CANTRIPS

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	EXPERIENCE POINTS

=== BARBARIAN FEATURES ===

* Hit Points • PHB 47

* Proficiencies • PHB 47

* Rage • PHB 48
As a bonus action enter a rage for up to 1 minute (10 rounds).

You gain advantage on STR checks and saving throws (not attacks), +2 melee damage with STR weapons, resistance to bludgeoning, piercing, slashing damage. You can't cast or concentrate on spells while raging.

Your rage 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 as a bonus action.

| 3 / Long Rest • 1 Bonus Action

* Unarmored Defense • PHB 48
While not wearing armor, your AC equals 10 + DEX modifier + CON modifier + any shield bonus.

* Reckless Attack • PHB 48
When you make your first attack on your turn, you can decide to attack recklessly, giving you advantage on melee weapon attack rolls using STR during this turn, but attack rolls against you have advantage until your next turn.

* Danger Sense • PHB 48
You have advantage on DEX saving throws against effects that you can see while not blinded, deafened, or incapacitated.

* Primal Path • PHB 48

| Path of the Berserker

* Frenzy • PHB
While raging, you can choose to frenzy. You can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion.

| Frenzy Attack: 1 Bonus Action

* Ability Score Improvement • PHB 49

* Extra Attack • PHB 49
You can attack twice, instead of once, whenever you take the Attack action on your turn.

* Fast Movement • PHB 49
Your speed increases by 10 ft. while you aren't wearing heavy armor.

=== EARTH GENASI RACIAL TRAITS ===

* Earth Walk • EE
You can move across difficult terrain made of earth or stone without expending extra movement.

* Merge with Stone • EE
You can cast pass without trace (w/o material components) once per long rest. CON is your spellcasting ability.

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	5
PP	1

WEIGHT CARRIED	155.12 lb.
ENCUMBERED	270 lb.
PUSH/DRAG/LIFT	540 lb.

NAME	QTY	WEIGHT
Mithral Scale Mail	1	45 lb.
Greataxe, +1	1	7 lb.
Handaxe	1	2 lb.
Maul, +1	1	10 lb.
Pike, +1	1	18 lb.
Handaxe	1	2 lb.
Javelin	4	8 lb.
Goggles of Night	1	--
Backpack	1	5 lb.
Bedroll	1	7 lb.
Blanket	1	3 lb.
Clothes, Traveler's	1	4 lb.
Mess Kit	1	1 lb.
Flask or Tankard	1	1 lb.
Pouch	1	1 lb.

NAME	QTY	WEIGHT
Rations (1 day)	10	20 lb.
Tinderbox	1	1 lb.
Torch	5	5 lb.
Waterskin	1	5 lb.
Drum	1	3 lb.
Sack	2	1 lb.
Small Knife	1	--
Whetstone	1	1 lb.
Rope, Silk (50 feet)	1	5 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT

EQUIPMENT

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Amethyst Whitestone

CHARACTER NAME

Female	32	Medium	5' 9"	175
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Chaotic Neutral	Grumbar	Bronze	Blue	White
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I'm driven by a wanderlust that led me away from home.
I'm always picking things up, absently fiddling with them, and

PERSONALITY TRAITS

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

IDEALS

I am the last of my tribe, and it is up to me to ensure their names enter legend.

BONDS

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

FLAWS

Amethyst Whitestone's story is a tale of resilience, adaptability, and a relentless spirit, forged in the wilds and honed through trials. Born into a reclusive tribe of Earth Genasi deep in the wilderness, her life was far removed from the bustle of cities and the trappings of modernity. The Earth Genasi, known for their elemental connection to the land, were guardians of ancient secrets and primal forces. Amethyst, from a young age, showed an affinity for the earth's strength, often found playing among the rocks and streams, her white hair a stark contrast against her bronze skin.

The tribe valued harmony with nature, a principle that deeply influenced Amethyst. She grew up witnessing the grandeur of nature, from the migration of massive herds to the raw power of storms. It was a life of simplicity, but not of ease. The wilderness taught her to be resilient, to respect the ferocity and beauty of the natural world. It was this environment that shaped her into a formidable warrior, one who followed the Path of the Berserker, channeling the wild, unbridled fury of nature itself.

However, Amethyst's world was upended when her tribe was decimated by a marauding band of mercenaries, hired by a mining corporation seeking to exploit the land's resources. She was away hunting when her village was attacked, and upon returning, she found nothing but ashes and echoes of her people. The trauma of this event ignited a deep-seated rage within her, a burning desire for vengeance and justice.

Surviving alone in the wilderness, Amethyst's skills in stealth and athletics kept her alive. She learned to play the drum, an instrument of her people, as a way to remember them and to connect with the earth's rhythm. She spoke to the spirits in Dwarvish, a language she learned from an old wanderer who once passed through her tribe's territory.

CHARACTER BACKSTORY

Amethyst's wanderlust grew from these solitary days. She traveled far and wide, her excellent memory for geography guiding her. She could recall every trail, every water source, and every shelter she had ever seen. Her ability to find food and water sustained her as she roamed through various terrains, seeking a purpose beyond her loss.

Her chaotic neutral alignment mirrored her unpredictable nature. Amethyst lived by her rules, trusting her instincts above all else. Her faith in Grumbar, the elemental earth god, remained strong, as she saw him as a symbol of the enduring strength and stability she sought in her life. Her lifestyle, though modest, was a choice that kept her connected to her roots, avoiding the complexities and distractions of wealth and luxury.

Amethyst's personal characteristics were as unique as her background. Her wanderlust was more than a trait; it was a necessity, a way to keep the memories of her tribe alive and to find her new place in the world. Her habit of fiddling with objects, often breaking them, was a reminder of her raw strength and the need to be mindful of her power.

Her ideals revolved around change, much like the seasons she grew up observing. She believed in the inevitability and necessity of change, seeing it as a force that drives life forward. This belief was what kept her going after the loss of her tribe, pushing her to adapt and evolve.

The bond Amethyst felt towards her annihilated tribe was profound. She saw it as her duty to ensure their legacy lived on, to have their names whispered in legends and songs. This mission became a driving force in her life, a goal that gave her direction and purpose.

However, Amethyst's flaw was her recklessness. "There's no room for caution in a life lived to the fullest," she often said. This attitude often put her in dangerous situations, but it was also what made her a fearless warrior.

As she journeyed through the world, Amethyst encountered various factions, creatures, and challenges. Her skills as a barbarian were tested time and again, and each battle, each victory, and each defeat carved her story deeper into the annals of the land.

Her path eventually led her to a crossroads where her personal vendetta against the corporation clashed with a larger conflict that threatened the very balance of nature she cherished. Here, Amethyst had to make a choice – to continue her solitary quest for vengeance or to join forces with others who shared her respect for the land and her desire to protect it.

Amethyst Whitestone's story is not just a tale of loss and vengeance. It's a journey of self-discovery, of finding purpose in chaos, and of the relentless pursuit of justice. Her life, marked by the wild rhythms of nature and the harsh lessons of survival, stands as a testament to the enduring strength of the human spirit, forever echoing the untamed heart of the wilderness from which she came.

ADDITIONAL NOTES

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SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== 2nd LEVEL ===								
O	Pass without Trace <C>	Merge with Stone	--	1A	Self	V,S,M	Concentration, up to 1 hour	PHB 264	1/LR, D: 1h, V/S/M

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