



# Dwarf Barbarian

Level 5 Player Character (Gladiator background)

AC	Hit Points	Hit Dice	Prof. Bonus		
14	55	5D12	+3		
Ability Scores					
STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	10 (+0)
Saving Throws					
STR	DEX	CON	INT	WIS	CHA
+6	+2	+5	+0	+1	+0
Dwarves have advantage to avoid or end the Poisoned condition					
Skill Proficiencies					
Acrobatics +3		Intimidation +5			
Perception +4		Performance +5			
Other Proficiencies					
Light Armor		Medium Armor		Shields	
Martial Weapons		Simple Weapons			
Disguise Kit		Drum			
Equipment					

Greataxe  
Handaxe  
Javelin  
Adventuring Gear

## Favorite Attacks

**Greataxe.** *Melee Weapon Attack:* 1d20 +6, reach 5ft, one target. Hit 1d12 +3 slashing damage

**Reckless Attack.** Gain advantage when you attack recklessly but enemies gain advantage on their attacks against you too.

## Class Features

### Extra Attack

You may attack twice when you take the attack action.

**Rage:** 3 ☐ ☐ ☐

**+2 damage to your melee attacks.**

As a bonus action, you enter a rage for 1 minute.

You gain advantage on STR checks and saving throws.

### Frenzy

When you frenzy, you may make a single melee weapon attack as a bonus action on each of your turns.

You become exhausted after your rage ends.

## Other Features

**Danger Sense.** You know when danger is close.

**Darkvision.** Dwarves can see 120ft in the dark.

**Speaks.** Common, Dwarvish, Elvish and Goblin

**Speed.** 30ft

