

Barbarian1

CHARACTER NAME

Barbarian 20

CLASS & LEVEL

Hill Dwarf

RACE

Acolyte

BACKGROUND

Lawful good

ALIGNMENT

Ben

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+2

15

DEXTERITY

+2

14

CONSTITUTION

+2

15

INTELLIGENCE

+1

12

WISDOM

+0

11

CHARISMA

-1

8

0

INSPIRATION

+6

PROFICIENCY BONUS

- ☒ +8 Strength
- ☐ +2 Dexterity
- ☒ +8 Constitution
- ☐ +1 Intelligence
- ☐ +0 Wisdom
- ☐ -1 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☒ +6 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☒ +8 Athletics (Str)
- ☐ -1 Deception (Cha)
- ☐ +1 History (Int)
- ☒ +6 Insight (Wis)
- ☐ -1 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☐ +0 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☐ +0 Perception (Wis)
- ☐ -1 Performance (Cha)
- ☐ -1 Persuasion (Cha)
- ☒ +7 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☐ +0 Survival (Wis)

SKILLS

16

ARMOR CLASS

+2(A)

INITIATIVE

35

SPEED

Hit Point Maximum 168

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 20d12

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

TODO: How does your character behave? See the PHB for examples of all the sections below

PERSONALITY TRAITS

TODO: What does your character believe in?

IDEALS

TODO: Describe what debts your character has to pay, and other commitments or ongoing quests they have.

BONDS

TODO: Describe your characters interesting flaws.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Greataxe

+8

1d12+2/s

Warhammer

+8

1d8+2/b

Armor: None

Shield: Shield

TODO: Describe how your character usually attacks or uses spells.

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Light armor, medium armor, shields, simple weapons, martial weapons, battleaxes, handaxes, throwing hammers, warhammers.

Languages:

Draconic, Elvish, Common, Dwarvish

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

0

EP

0

GP

0

PP

0

TODO: list the equipment and magic items your character carries

EQUIPMENT

(See Features Page)

- Brutal Critical
- Danger Sense
- Darkvision (60')
- Dwarven Resilience
- Dwarven Toughness**
- Extra Attack (2x)
- Fast Movement
- Feral Instinct
- Frenzy
- Indomitable Might
- Intimidating Presence
- Mindless Rage
- Persistent Rage
- Primal Champion
- Rage (+4, 100x/LR)
- Reckless Attack
- Relentless Rage
- Retaliation
- Shelter of the Faithful
- Stonecunning
- Unarmored Defense

=====
TODO: Describe other features and abilities your character has.

FEATURES & TRAITS

Features and Magic Items

Barbarian1

Subclasses

Subclass: Path of the Berserker

For some barbarians, rage is a means to an end—that end being violence. The Path of the Berserker is a path of untrammelled fury, slick with blood. As you enter the berserker's rage, you thrill in the chaos of battle, heedless of your own health or well-being.

Features

Brutal Critical

Source: Barbarian

Beginning at 9th level, you can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack. This increases to two additional dice at 13th level and three additional dice at 17th level.

Danger Sense

Source: Barbarian

At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Darkvision (60')

Source: Race

Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Resilience

Source: Race (Dwarf)

You have advantage on saving throws against poison, and you have resistance against poison damage.

Dwarven Toughness

Source: Race (Hill Dwarf)

****Not included in stats on Character Sheet**

Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Extra Attack (2x)

Source: Barbarian

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Fast Movement

Source: Barbarian

Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

Feral Instinct

Source: Barbarian

By 7th level, your instincts are so honed that you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

Frenzy

Source: Barbarian (Berserker)

Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage 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 (as described in appendix A).

Indomitable Might

Source: Barbarian

Beginning at 18th level, if your total for a Strength check is less than your Strength score, you can use that score in place of the total.

Intimidating Presence

Source: Barbarian (Berserker)

Beginning at 10th level, you can use your action to frighten someone with your menacing presence. When you do so, choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be frightened of you until the end of your next turn. On subsequent turns, you can use your action to extend the duration of this effect on the frightened creature until the end of your next turn. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you. If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

Mindless Rage

Source: Barbarian (Berserker)

Beginning at 6th level, you can't be charmed or frightened while raging. If you are charmed or frightened when you enter your rage, the effect is suspended for the duration of the rage.

Persistent Rage

Source: Barbarian

Beginning at 15th level, your rage is so fierce that it ends early only if you fall unconscious or if you choose to end it.

Primal Champion

Source: Barbarian

At 20th level, you embody the power of the wilds. Your Strength and Constitution scores increase by 4. Your maximum for those scores is now 24.

Rage (+4, 100x/LR)

Source: Barbarian

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.

Reckless Attack

Source: Barbarian

Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Relentless Rage

Source: Barbarian

Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

Retaliation

Source: Barbarian (Berserker)

Starting at 14th level, when you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature.

Shelter of the Faithful

Source: Background (Acolyte)

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.

You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

Stonecunning

Source: Race (Dwarf)

Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus. Languages.

Unarmored Defense

Source: Barbarian

While you are not wearing any armor, your Armor Class equals $10 + \text{your Dexterity modifier} + \text{your Constitution modifier}$. You can use a shield and still gain this benefit.

This bonus is computed in the AC given on the Character Sheet above.

Magic Items