



DUNGEONS &amp; DRAGONS

## Mechanix

CHARACTER NAME

Level 7 Juggernaut Barbarian, Path of the Wild Soul  
CHARACTER LEVEL, RACE, & CLASS

23000

EXPERIENCE

Haunted One  
BACKGROUND

ALIGNMENT DEITY

Nagesagi  
PLAYER NAME

<b>STRENGTH</b> <b>+4</b> 18	<b>PROFICIENCY BONUS</b> <b>+3</b>
<b>DEXTERITY</b> <b>+2</b> 14	<b>SKILLS</b>  +8 Strength +3 Dexterity <b>+8 Constitution</b> +1 Intelligence +0 Wisdom +2 Charisma  CONDITIONAL
<b>CONSTITUTION</b> <b>+4</b> 18	<b>SAVING THROWS</b>
<b>INTELLIGENCE</b> <b>+0</b> 10	<b>AC</b> 23 STEALTH DISADVANTAGE
<b>WISDOM</b> <b>-1</b> 8	<b>ARMOR</b> Composite Defence (18) SHIELD Ring of Protection (1), Bracers of Defense (2), Ioun Stone, Protection (2)
<b>CHARISMA</b> <b>+1</b> 12	<b>HIT DICE</b> MAXIMUM 97 7d12 TEMPORARY
<b>INITIATIVE</b> <b>+2</b>	<b>CURRENT HIT POINTS</b> DEATH SAVING THROWS
	<b>SPEED</b> 40ft. FLY 0ft. CLIMB 0ft. SWIM 0ft.  <b>VISION</b> INSPIRATION EXHAUSTION
	<b>SPEED, SENSES, &amp; CONDITIONS</b>
	<b>EQUIPMENT</b> CP SP EP GP PP WEIGHT 0 0 0 215 0 24.3 lb.
	<b>ADVANTAGE</b> <b>X</b>
	<b>2 Attacks / Attack Action</b>

<b>NAME</b> Greataxe Heavy, Two-Handed - Magic	<b>RANGE</b> 5 ft	<b>ATTACK</b> +7 vs AC	<b>DAMAGE / TYPE</b> 1d12 + 4 slashing
Minataur Axe Heavy, Two-Handed - +4 against demons	5 ft	+7 vs AC	2d10 + 4 slashing
Rzzt the Transfigurationer Heavy, Two-Handed On hit, contest my INT vs. opponents CON. On success, target is transformed for 1 turn	5 ft	+7 vs AC	2d6 + 4 slashing
Mending Spell cures for 1d6			
			<b>FEATURES &amp; TRAITS</b>
			<b>Armor Proficiencies. Light Armor, Medium Armor, Shields</b> <b>Weapon Proficiencies. Simple Weapons, Martial Weapons</b> <b>Tool Proficiencies. -</b> <b>Languages. Common, Morse Code, Deep Speech</b>

NAME	RANGE	ATTACK	DAMAGE / TYPE
Greataxe Heavy, Two-Handed - Magic	5 ft	+7 vs AC	1d12 + 4 slashing
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<b>ATTACKS &amp; SPELLCASTING</b>			

**PROFICIENCIES & LANGUAGES**

**Armor Proficiencies. Light Armor, Medium Armor, Shields**  
**Weapon Proficiencies. Simple Weapons, Martial Weapons**  
**Tool Proficiencies. -**  
**Languages. Common, Morse Code, Deep Speech**



## Mechanix

CHARACTER NAME

Construct

GENDER

7' 5"

AGE

450 lb.

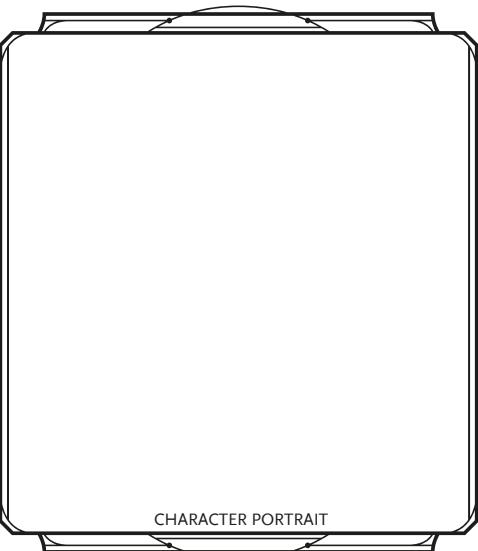
HEIGHT

WEIGHT

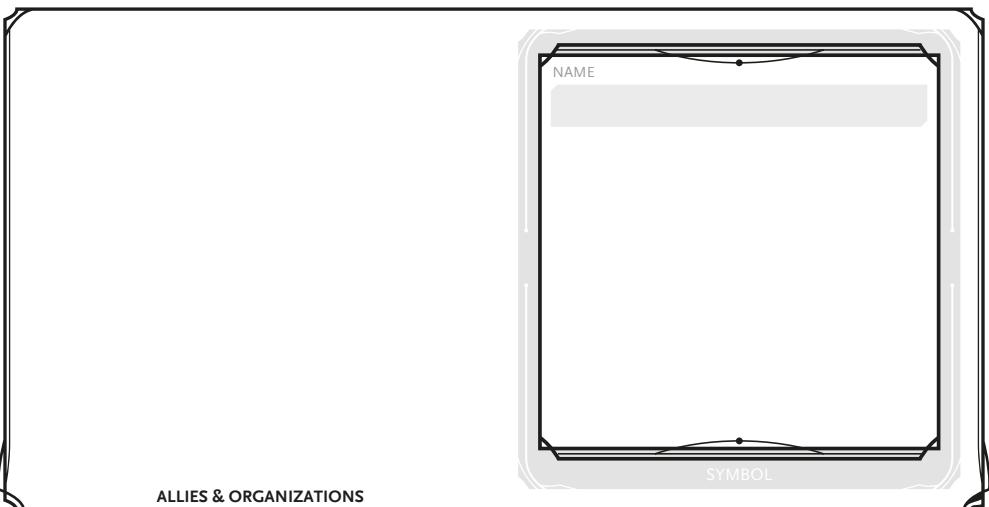
EYES

SKIN

HAIR



CHARACTER PORTAIT



ALLIES &amp; ORGANIZATIONS

SYMBOL

I don't talk about the thing that torments me. I'd rather not burden others with my curse.

PERSONALITY TRAITS

I kill monsters to make the world a safer place and to exorcise my own demons. (Good)

IDEAL

I would sacrifice my life and my soul to protect the innocent.

BOND

I feel no compassion for the dead. They're the lucky ones.

FLAW

You are haunted by something so terrible that you dare not speak of it. You've tried to bury it and flee from it to no avail. This thing that haunts you can't be slain with a sword or banished with a spell. It might come to you as a shadow on the wall, a bloodcurdling nightmare, a memory that refuses to die, or a demonic whisper in the dark. The burden has taken its toll, isolating you from others and making you question your sanity. You must find a way to overcome it before it destroys you.

BACKGROUND STORY

### Heart of Darkness

Those who look into your eyes can see that you have faced unimaginable horror and that you are no stranger to darkness. Though they might fear you, commoners will extend you every courtesy and do their utmost to help you. Unless you have shown yourself to be a danger to them, they will even take up arms to fight alongside you, should you find yourself

BACKGROUND FEATURE

9 Adventure Points  
9 Treasure Points

Cape  
Shoulder perch for pets

TRINKET

ADDITIONAL FEATURES

ADDITIONAL TREASURE

## Druidcraft

### *Transmutation Cantrip*

CASTING TIME 1 action

RANGE 30 feet

DURATION Instantaneous

COMPONENTS V, S

Whispering to the spirits of nature, you create one of the following effects within range:

- You create a tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round.
- You instantly make a flower blossom, a seed pod open, or a leaf bud bloom.
- You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. The effect must fit in a 5-foot cube.
- You instantly light or snuff out a candle, a torch, or a small campfire.

Druid

*Player's Handbook*

## Mending

### *Transmutation Cantrip*

CASTING TIME 1 minute

RANGE Touch

DURATION Instantaneous

COMPONENTS V, S, M (two lodestones)

This spell repairs a single break or tear in an object you touch, such as broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

Druid

*Player's Handbook*

## Detect Magic

### *1st-level divination (ritual)*

CASTING TIME 1 action

RANGE Self

DURATION Concentration, up to 10 minutes

COMPONENTS V, S

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

*Lingering Magic (Barbarian)*

*Player's Handbook*

## Faerie Fire

### *1st-level evocation*

CASTING TIME 1 action

RANGE 60 feet

DURATION Concentration, up to 1 minute

COMPONENTS V

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius.

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

Druid

*Player's Handbook*

## Composite Plating

### Racial Trait

Your construction incorporates wood and metal, granting you a bonus to Armor Class.

Warforged

Unearthed Arcana: Eberron

## Magic Initiate

### Feat

Choose a class: bard, cleric, druid, sorcerer, warlock, or wizard. You learn two cantrips of your choice from that class's spell list.

In addition, choose one 1st-level spell from that same list. You learn that spell and can cast it at its lowest level. Once you cast it, you must finish a long rest before you can cast it again.

Your spellcasting ability for these spells depends on the class you chose: Charisma for bard, sorcerer, or warlock; Wisdom for cleric or druid; or Intelligence for wizard.

Feat (4)

Player's Handbook

## Unarmored Defense

### Class Feature

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

Barbarian

Player's Handbook

## Living Construct

### Racial Trait

Even though you were constructed, you are a living creature. You are immune to disease. You do not need to eat or breathe, but you can ingest food and drink if you wish.

Instead of sleeping, you enter an inactive state for 4 hours each day. You do not dream in this state; you are fully aware of your surroundings and notice approaching enemies and other events as normal.

Warforged

Unearthed Arcana: Eberron

## Druid

### Feat Feature

You learn two cantrips of your choice from the druid spell list.

In addition, choose one 1st-level spell from that same list. You learn that spell and can cast it at its lowest level. Once you cast it, you must finish a long rest before you can cast it again.

Your spellcasting ability for these spells is wisdom.

Magic Initiate

Player's Handbook

## Reckless Attack

### Class Feature

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.

Barbarian

Player's Handbook

## Powerful Build

### Racial Trait

You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Juggernaut

User

## Rage

### Class Feature

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.

Barbarian

Player's Handbook

## Danger Sense

### Class Feature

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.

Barbarian

Player's Handbook

## Primal Path

### Class Feature

At 3rd level, you choose a path that shapes the nature of your rage. Choose the Path of the Berserker or the Path of the Totem Warrior, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th, 10th, and 14th levels.

Barbarian

Player's Handbook

## Path of the Wild Soul

### Archetype

The realm of the Feywild abounds with beauty, unpredictable emotion, and rampant magic. A barbarian exposed to this realm feels emotions powerfully and magic saturates their body. When a barbarian who follows this path rages, it is a bellowing roar for freedom, an explosion of expression, manifesting in unpredictable ways.

Primal Path

Unearthed Arcana: Barbarian and Monk

## Extra Attack

### Class Feature

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

Barbarian

Player's Handbook

## Fast Movement

### Class Feature

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

Barbarian

Player's Handbook

## Feral Instinct

### Class Feature

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.

Barbarian

Player's Handbook

## Lingering Magic

### Archetype Feature

At 3rd level, your body reacts to the presence of magic. You can cast the detect magic spell without using a spell slot or components. Constitution is your spellcasting ability for this spell. You faintly glow a color corresponding to the school of magic you detect (you choose the colors).

You can use this feature a number of times equal to your Constitution modifier (minimum of once). You regain all expended uses when you finish a long rest.

Path of the Wild Soul

Unearthed Arcana: Barbarian and Monk

## Wild Surge

### Archetype Feature

Starting at 3rd level, magic erupts from you as you rage. When you enter your rage, roll on the Wild Surge table to determine the magical effect produced. If the wild surge requires a saving throw, the DC equals  $8 + \text{your proficiency bonus} + \text{your Constitution modifier}$ .

#### WILD SURGE

##### d8 Effect

1 Necrotic energy bursts from you. Each creature within 30 feet of you takes  $1d10$  necrotic damage, and you gain temporary hit points equal to the sum of the necrotic damage dealt to the creatures.

2 You teleport up to 20 feet to an unoccupied space you can see. Until your rage ends, you can activate this effect again on each of your turns as a bonus action.

3 You conjure  $1d4$  intangible spirits that look like flumps in unoccupied spaces within 30 feet of you. Each spirit immediately flies 30 feet in a random direction. At the end of your turn, all spirits explode and each creature within 5 feet of one or more of them must succeed on a Dexterity saving throw or take  $2d8$  force damage.

4 Arcane energy enshrouds you. Until your rage ends, you gain a +2 bonus to AC, and whenever a creature within 10 feet of you hits you with an attack, that creature takes force damage equal to your Constitution modifier.

5 Plant life temporarily grows around you until your rage ends, the ground within 10 feet of you is difficult terrain.

6 Arcane energy taps into the winds of those around you. Each creature within 30 feet of you must succeed on a Wisdom saving throw or you see a glimpse of the creature's thoughts, learning what it plans to attack you. As a result, the creature has disadvantage on attack rolls against you until the start of your next turn.

7 Shadows weave around a weapon of your choice you are holding. Until your rage ends, your weapon deals psychic damage instead of its bludgeoning, slashing, or piercing damage, and it gains the light and thrown properties with a normal range of 20 feet and a long range of 60 feet. If you drop the weapon or throw it, the weapon dissipates and reappears in your hand at the end of your turn.

8 A beam of brilliant light lances from your chest in a 5-foot-wide, 60-foot-long line. Each creature in the line must succeed on a Constitution saving throw or take  $2d8$  radiant damage and be blinded until the start of your next turn.

Path of the Wild Soul

Unearthed Arcana: Barbarian and Monk

## Magic Reserve

### Archetype Feature

At 6th level, you can channel the magic surging inside you into other creatures. As an action, you can touch a creature and roll a d4. The creature recovers an expended spell slot of a level equal to the number rolled. If the creature you touch can't recover a spell slot of that level, the creature instead gains temporary hit points equal to five times the number rolled.

You take force damage equal to five times the number rolled.

When you reach 14th level in this class, you increase the die to a d6.

Path of the Wild Soul

Unearthed Arcana: Barbarian and Monk