

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

STRENGTH

+4

18

DEXTERITY

+2

14

CONSTITUTION

+4

18

INTELLIGENCE

+0

10

WISDOM

-1

8

CHARISMA

+1

12

PROFICIENCY BONUS +3

Strength

+8

Dexterity

+3

Constitution

+8

Intelligence

+1

Wisdom

+0

Charisma

+2

CONDITIONAL

SAVING THROWS

Acrobatics (Dex)

+2

Animal Handling (Wis)

+2

Arcana (Int)

+3

Athletics (Str)

+4

Deception (Cha)

+1

History (Int)

+0

Insight (Wis)

-1

Intimidation (Cha)

+1

Investigation (Int)

+3

Medicine (Wis)

-1

Nature (Int)

+0

Perception (Wis)

+2

Performance (Cha)

+1

Persuasion (Cha)

+1

Religion (Int)

+0

Sleight of Hand (Dex)

+2

Stealth (Dex)

+2

Survival (Wis)

-1

SKILLS

PASSIVE PERCEPTION 12

ARMOR

Composite Defence (18)

SHIELD

Ring of Protection (1)

ARMOR CLASS

19

AC

MAXIMUM

97

HIT DICE

7d12

TEMPORARY

CURRENT HIT POINTS

SPEED

40ft.

FLY

0ft.

CLIMB

0ft.

SWIM

0ft.

VISION

INSPIRATION

EXHAUSTION

SPEED, SENSES, & CONDITIONS

1 Greataxe

1 Minataur Axe

1 Ring of Protection

1 Rzzzt the Transfigurationer

CP 0

SP 0

EP 0

GP 125

PP 0

WEIGHT 22.5lb.

EQUIPMENT

Composite Plating. Your construction incorporates wood and metal, granting you an AC of 18. You can use a shield and still gain its benefit.

Living Construct. You are immune to disease. You do not need to eat or breathe, but you can ingest food and drink if you wish.

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

Magic Initiate.
Druid. Spellcasting ability: Wisdom.

Rage (Bonus Action—4/Day). Advantage on Strength checks and Strength Saving Throws. A +2 to damage rolls with strength melee weapon attacks. You have resistance to bludgeoning, piercing, and slashing damage.

Unarmored Defense. While you aren't wearing armor, your AC equals 16. You can use a shield and still gain this benefit.

Reckless Attack. 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.

Danger Sense. 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.

Primal Path.
Path of the Wild Soul.

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

Fast Movement. Your speed increases by 10 feet while you aren't wearing heavy armor.

Feral Instinct. 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.

Lingering Magic (4/Long Rest). You can cast Detect Magic. Spellcasting: Constitution.

Wild Surge. When you rage, roll on the Wild Surge Table. The save DC is 15

Magic Reserve (Action). Touch a creature and roll a d4. The creature regains an expended spell slot equal to the level rolled. If the creature cannot regain the spell slot they gain temporary HP equal to 5 times the number rolled. You take force damage equal to the number rolled.

FEATURES & TRAITS

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

PROFICIENCIES & LANGUAGES

INITIATIVE

+2

2 Attacks / Attack Action

NAME	RANGE	ATTACK	DAMAGE / TYPE
Greataxe	5 ft	+7 vs AC	1d12 + 4 slashing
Heavy, Two-Handed			
Minataur Axe	5 ft	+7 vs AC	2d10 + 4 slashing
Heavy, Two-Handed			
Rzzzt the Transfigurationer	5 ft	+7 vs AC	2d6 + 4 slashing
Heavy, Two-Handed On hit, will contest my INT vs. opponants CON. If I succeed, roll 1d6. Higher result will cause a closer transformation			
Mending Spell cures for 1d6			

ATTACKS & SPELLCASTING



Mechanix

CHARACTER NAME

Construct

7' 5"

450 lb.

GENDER

AGE

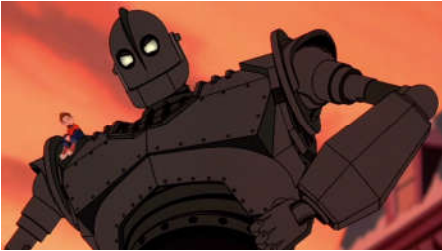
HEIGHT

WEIGHT

EYES

SKIN

HAIR



CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

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

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

TRINKET

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

9 Adventure Points
9 Treasure Points

ADDITIONAL FEATURES

Cape
Shoulder perch for pets

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

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

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

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

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

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

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

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

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 + your proficiency bonus + 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 flumphs 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 minds 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 how 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