CHARACTER NAME

BACKGROUND: Orc

SPECIES: Orc

CLASS: Barbarian

SUBCLASS: Path of the Berserker

LEVEL

XP

ARMOR CLASS: 14 (SHIELD)

HIT POINTS: CURRENT / MAX / TEMP

HIT DICE: MAX / SPENT — d12 (x Level)

DEATH SAVES: SUCCESSES / FAILURES

HP = 11 x Level + 5

DUNGEONS & DRAGONS

PROFICIENCY BONUS +2 (+3 at Level 5)

STRENGTH +4 (18) at Level 4
+3 MODIFIER | 17 SCORE
- ⊗ Saving Throw
- ⊗ Athletics

DEXTERITY
+2 MODIFIER | 14 SCORE
- ○ Saving Throw
- ○ Acrobatics
- ○ Sleight of Hand
- ○ Stealth

CONSTITUTION
+2 MODIFIER | 14 SCORE
- ⊗ Saving Throw

HEROIC INSPIRATION

INTELLIGENCE
-1 MODIFIER | 8 SCORE
- ○ Saving Throw
- ○ Arcana
- ○ History
- ○ Investigation
- ⊗ Nature
- ○ Religion

WISDOM
+1 MODIFIER | 12 SCORE
- ○ Saving Throw
- ⊗ Animal Handling
- ○ Insight
- ○ Medicine
- ○ Perception
- ○ Survival

CHARISMA
+0 MODIFIER | 10 SCORE
- ○ Saving Throw
- ○ Deception
- ⊗ Intimidation
- ○ Performance
- ○ Persuasion

INITIATIVE +2

SPEED 30 (40 at Level 5)

SIZE Medium

PASSIVE PERCEPTION 11

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes
Greataxe	+5	1d12+3 slashing	Cleave
Handaxe	+5	1d6+3 slashing	Thrown 20/60; Vex
Javelin	+5	1d6+3 piercing	Thrown 30/120

Attack Bonus:
[Level 4] All weapons: +6
[Level 5] All weapons: +7

Damage Bonus:
[Level 4] All weapons +4

CLASS FEATURES PHB pg. 51

[Level 1] Weapon Mastery:
Cleave: On hit, once per turn attack second target within 5 ft. for 1d12 slashing damage.
Vex: On hit, gain adv. on next attack on target before end of next turn.

[Level 1] Rage (2/LR; 3 at level 3). Bonus action to begin, lasts 10 minutes if extended by attacking, forcing a save, or using a bonus action unless unconscious, or you choose to end it.
- Advantage on STR checks and saves
- +2 bonus on STR-based melee damage
- Resistance (half damage) from bludgeoning, piercing, and slashing damage.
- No spellcasting or concentration

[Level 1] Unarmored Defense . AC while not wearing armor = 10 + DEX + CON

[Level 2] Danger Sense. Adv. DEX saves

[Level 2] Reckless Attack. Adv. Attacks, and Adv. against you

[Level 3] Frenzy. When Reckless, first hit does +2d6 damage

[Level 5] Extra Attack. Attack 2x instead of 1x with Attack Action

SPECIES TRAITS PHB, pg. 195

[Level 1] Orc Traits
- Adrenaline Rush. Dash as a Bonus Action, and gain Prof. Bonus = Temp. HP (Prof. Bonus times / Long or Short Rest)
- Darkvision 120 ft.
- Relentless Endurance.When reduced to 0HP, drop to 1HP instead (once per Long Rest)

FEATS

[Level 1] Tough: Gain 2 extra HP per level.

[Level 4] Heavy Weapon Master. Deal extra damage (= Prof. Bonus) with Heavy weapon; when Critical or reduce creature to 0HP, attack again as Bonus Action

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING: Light, Medium, Heavy, Shields

WEAPONS

simple weapons, martial weapons

TOOLS

gaming set (dice)

Notes:

APPEARANCE

BACKSTORY & PERSONALITY

Alignment

LANGUAGES

Common, Dwarvish, Infernal

EQUIPMENT

greataxe, handaxe, two (2) handaxes, five (5) javelins, spear, shortbow and 20 arrows, explorer's pack (backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days' rations, waterskin, 50 feet of hempen rope on the side), gaming set (dice set), set of traveler's clothes, healer's kit (bandages, salves, splints), quiver.

1 potion of healing

Magic Item Attunement

COINS

CP	SP	EP	GP	PP
			10	

TM & © 2024 Wizards of the Coast LLC. Illustrations by Richard Whitters.
670D3898000001 EN