

# HALF-ORC BARBARIAN

**2nd-Level Medium Half-Orc Barbarian**

**Armor Class** 15 (studded leather)

**Hit Points** 23 (1d12 Hit Die)

**Speed** 30 ft.

**Alignment** chaotic neutral

**Languages** Common, Orc

## ABILITY SCORES

<b>Strength</b>	18	(+4)
<b>Dexterity</b>	14	(+2)
<b>Constitution</b>	14	(+2)
<b>Intelligence</b>	8	(-1)
<b>Wisdom</b>	12	(+1)
<b>Charisma</b>	10	(+0)

## ATTACKS

**Melee Attack:** Maul (+5 to hit; 2d6 + 4 bludgeoning)

**Melee or Ranged Attack:** Javelin (range 30 ft./120 ft.; +5 to hit; 1d6 + 4 piercing)

## LORE

When you make an intelligence check to recall cultural lore (orcs) or trade lore (blacksmithing), you gain a +10 bonus to the check.

## EQUIPMENT

Studded leather, maul, javelins (3), *potion of healing*, clothes, healer's kit, backpack, bedroll, belt pouch, grappling hook, guild mark, mess kit, rations (4 days), silk rope (50 ft.), artisan tools (smithing), steel mirror, waterskin, 13 gp, and 7 sp.

## Racial Traits

**Darkvision.** You can see in darkness within 60 feet of you as if it were dim light. When you do so, your vision is in black and white.

**Menacing.** You have advantage on all Charisma checks to intimidate.

## Class Features

**Attack Bonus.** You gain a +1 bonus to any attack roll using a weapon with which you have proficiency (the bonus is included above).

**Feral Instinct.** You have advantage when you roll initiative

**Proficiencies.** You have proficiency with all weapons, light armors, medium armors, and shields. You are also proficient in riding.

**Rage (2/day).** On your turn, you can enter a rage as part of your action or move. While raging, you gain the following benefits:

- You have advantage on Strength-based attack rolls, checks, and saving throws.
- You gain a +2 bonus to melee damage rolls.
- You have resistance to bludgeoning, piercing, and slashing damage

Raging also has drawbacks. During it, you can't take reactions, except to make opportunity attacks.

Your rage lasts for 1 minute. It ends early if you end your turn and didn't attack an enemy creature during it.

Once you have reached the limit of your rages per day, you must complete a long rest before you can rage again.

**Reckless Attack.** When you aren't raging, you can grant yourself advantage on melee attack rolls during your turn. If you do so, attack rolls against you have advantage until your next turn.

## Background: Blacksmith

You started your professional life as a blacksmith's apprentice.

**Smith's Guild Member.** You are a member of a guild that is connected to your chosen craft. Fellow members of the guild will provide you with lodging and food. In some cities and towns, a guild hall offers a central place to meet other members of your profession.

**Proficiency.** You have proficiency with artisan tools (smithing).