

HALF-ORC BARBARIAN

6th-Level Medium Half-Orc Barbarian

Armor Class 15 (studded leather)

Hit Points 59 (6d12 Hit Die)

Proficiency Bonus +2

Speed 40 ft.

Alignment chaotic neutral

Languages Common, Dwarvish, Orcish

ABILITY SCORES

Strength	20	(+5); add proficiency bonus to saves
Dexterity	14	(+2); add proficiency bonus to saves
Constitution	14	(+2)
Intelligence	8	(-1)
Wisdom	12	(+1)
Charisma	10	(+0)

ATTACKS

Melee Attack: Maul (+7 to hit; 1d12 + 5 bludgeoning)

Melee or Ranged Attack: Javelin (range 30 ft./120 ft.; +7 to hit; 1d6 + 5 piercing)

SKILLS (ADD PROFICIENCY BONUS TO RELATED ABILITY CHECKS)

Athletics, Insight, Persuasion, Search

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's tools (leatherworking and 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 Charisma (Intimidation) checks.

Class Features

Barbarian Path. Your barbarian path is path of the berserker. This grants you certain benefits as you level.

Extra Attack. You can attack one extra time whenever you take the attack action on your turn. If you haven't used your whole move for the turn, you can move between your attacks.

Fast Movement. Your speed increases by 10 feet while you are wearing light armor, medium armor, or no armor (already included).

Fearless Rage. While raging, you cannot be frightened.

Feral Instinct. You have advantage when you roll initiative.

Mindless Rage. You cannot be charmed while raging.

Proficiencies. Add your proficiency bonus to attack rolls you make using martial weapons and simple weapons (included in "Attacks"). You also add your proficiency bonus to ability checks made to use mounts (land) and your skills (noted in "Skills"),

as well as to your Strength and Constitution saving throws (noted in "Ability Scores"). You also have proficiency with light armor, medium armor, and shields.

Rage (4/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 checks and saving throws.
- ◆ You gain a +2 bonus to melee damage rolls.
- ◆ You gain twice your barbarian level in temporary hit points until the rage ends. These hit points can exceed your hit point maximum, and they cannot be regained. If you take any damage, these hit points are lost first.

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

Thick Hide. While you are wearing no armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier.

Background: Blacksmith

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

Smith's Guild Member. You are a member of a smith's guild. Fellow members provide you with lodging and food. In some settlements, a guild hall offers a central place to meet other members of your profession. Guilds often wield tremendous political power, which you can sometimes use to your advantage.

Proficiencies. You have proficiency with artisan's tools (smithing) and artisan's tools (leatherworking), so you add your proficiency bonus to ability checks you make using them.