



BOBBY
CHARACTER NAME

FARMER BACKGROUND BARBARIAN CLASS
 HUMAN SPECIES PATH OF THE BERSERKER SUBCLASS

4
LEVEL

SIZE
 MEDIUM

INITIATIVE
 +2

SPEED
 30 FEET

ARMOR CLASS
 15
 SHIELD

HIT POINTS

TEMP 53
 CURRENT MAX

HIT DICE

SPENT 4D12
 MAX

DEATH SAVES

◆◆◆ SUCCESSES
 ◆◆◆ FAILURES

WEAPON ATTACKS

Name	Atk Bonus	Damage & Type	Notes
<i>THUNDEROUS GREATCLUB</i>	+7	1D8 + 5 BLUDGEONING, PLUS 1D8 THUNDER OR 3D8 THUNDER	TWO-HANDED MASTERY: PUSH
GREATAXE	+7	1D12 + 5 SLASHING	HEAVY, TWO-HANDED MASTERY: CLEAVE
HANDAXE	+7	1D6 + 5 SLASHING	LIGHT, THROWN (RANGE 20/60) MASTERY: VEX

EQUIPMENT

THUNDEROUS GREATCLUB
POTION OF HEALING
 GREATAXE
 HANDAXES (4)
 EXPLORER'S PACK

Magic Item Attunement

◆ *THUNDEROUS GREATCLUB*

◆

◆

LANGUAGES | COMMON

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ◆ Light ◆ Medium ◆ Heavy ◆ Shields

PROFICIENCIES

SIMPLE WEAPONS, MARTIAL WEAPONS, CARPENTER'S TOOLS

COINS

CP SP EP GP PP

15

PROFICIENCY BONUS
 +2

STRENGTH

+5 20
 MODIFIER SCORE

● +7 Saving Throw
 ● +7 Athletics

DEXTERITY

+2 14
 MODIFIER SCORE

○ +2 Saving Throw
 ● +4 Acrobatics
 ○ +2 Sleight of Hand
 ● +4 Stealth

CONSTITUTION

+3 16
 MODIFIER SCORE

● +5 Saving Throw

HEROIC INSPIRATION

★

INTELLIGENCE

+0 10
 MODIFIER SCORE

○ +0 Saving Throw
 ○ +0 Arcana
 ○ +0 History
 ○ +0 Investigation
 ● +2 Nature
 ○ +0 Religion

WISDOM

+0 10
 MODIFIER SCORE

○ +0 Saving Throw
 ● +2 Animal Handling
 ○ +0 Insight
 ○ +0 Medicine
 ● +2 Perception
 ● +2 Survival

CHARISMA

+2 14
 MODIFIER SCORE

○ +2 Saving Throw
 ○ +2 Deception
 ● +4 Intimidation
 ○ +2 Performance
 ● +4 Persuasion

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HUMAN TRAITS

As a Human, you have these special traits.

Resourceful. You gain Heroic Inspiration whenever you finish a Long Rest.

Skillful. You gain proficiency in one skill of your choice. (This is included above.)

Versatile. You gain an Origin feat of your choice. Skilled is recommended. (This is included above.)

FEATS

GREAT WEAPON MASTER

General Feat (Prerequisite: Level 4+, Strength 13+)

You gain the following benefits.

Ability Score Increase. Increase your Strength score by 1, to a maximum of 20. (This is included above.)

Heavy Weapon Mastery. When you hit a creature with a weapon that has the Heavy property as part of the Attack action on your turn, you can cause the weapon to deal extra damage to the target. The extra damage equals your Proficiency Bonus.

Hew. Immediately after you score a Critical Hit with a Melee weapon or reduce a creature to 0 Hit Points with one, you can make one attack with the same weapon as a Bonus Action.

SKILLED

Origin Feat

You gain proficiency in any combination of three skills or tools of your choice. (This is included above.)

Repeatable. You can take this feat more than once.

TOUGH

Origin Feat

Your Hit Point maximum increases by an amount equal to twice your character level when you gain this feat. Whenever you gain a character level thereafter, your Hit Point maximum increases by an additional 2 Hit Points. (This is included above.)

BARBARIAN CLASS FEATURES

LEVEL 1: RAGE

You can imbue yourself with a primal power called Rage, a force that grants you extraordinary might and resilience. You can enter it as a Bonus Action if you aren't wearing Heavy armor.

You can enter your Rage three times. You regain one expended use when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest.

While active, your Rage follows the rules below.

Damage Resistance. You have Resistance to Bludgeoning, Piercing, and Slashing damage.

Rage Damage. When you make an attack using Strength—with either a weapon or an Unarmed Strike—and deal damage to the target, you gain a +2 bonus to the damage.

Strength Advantage. You have Advantage on Strength checks and Strength saving throws.

No Concentration or Spells. You can't maintain Concentration, and you can't cast spells.

Duration. The Rage lasts until the end of your next turn, and it ends early if you don't wear Heavy armor or have the Incapacitated condition. If your Rage is still active on your next turn, you can extend the Rage for another round by doing one of the following:

- Make an attack roll against an enemy.
- Force an enemy to make a saving throw.
- Take a Bonus Action to extend your Rage.

Each time the Rage is extended, it lasts until the end of your next turn. You can maintain a Rage for up to 10 minutes.

LEVEL 1: UNARMORED DEFENSE

While you aren't wearing any armor, your base Armor Class equals 10 plus your Dexterity and Constitution modifiers. You can use a Shield and still gain this benefit. (This is included above.)

LEVEL 1: WEAPON MASTERY

Your training with weapons allows you to use the mastery properties of three kinds of Simple or Martial Melee weapons, such as Greataxes, Greatclubs, and Handaxes. Whenever you finish a Long Rest, you can practice weapon drills and change one of these weapon choices.

(You have selected Greataxes, Greatclubs, and Handaxes, which have the following mastery properties.)

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Cleave. If you hit a creature with a melee attack roll using this weapon, you can make a melee attack roll with the weapon against a second creature within 5 feet of the first that is also within your reach. On a hit, the second creature takes the weapon's damage, but don't add your ability modifier to that damage unless that modifier is negative. You can make this extra attack only once per turn.

Push. If you hit a creature with this weapon, you can push the creature up to 10 feet straight away from yourself if it is Large or smaller.

Vex. If you hit a creature with this weapon and deal damage to the creature, you have Advantage on your next attack roll against that creature before the end of your next turn.

LEVEL 2: DANGER SENSE

You gain an uncanny sense of when things aren't as they should be, giving you an edge when you dodge perils. You have Advantage on Dexterity saving throws unless you have the Incapacitated condition.

LEVEL 2: RECKLESS ATTACK

You can throw aside all concern for defense to attack with increased ferocity. When you make your first attack roll on your turn, you can decide to attack recklessly. Doing so gives you Advantage on attack rolls using Strength until the start of your next turn, but attack rolls against you have Advantage during that time.

LEVEL 3: FRENZY

If you use Reckless Attack while your Rage is active, you deal extra damage to the first target you hit on your turn with a Strength-based attack. To determine the extra damage, roll a number of d6s equal to your Rage Damage bonus, and add them together. The damage has the same type as the weapon or Unarmed Strike used for the attack.

LEVEL 3: PRIMAL KNOWLEDGE

You gain proficiency in another skill of your choice from the skill list available to Barbarians at level 1. (This is included above.)

In addition, while your Rage is active, you can channel primal power when you attempt certain tasks; whenever you make an ability check using one of the following skills, you can make it as a Strength check even if it normally uses a different ability: Acrobatics, Intimidation, Perception, Stealth, or Survival. When you use this ability, your Strength represents primal power coursing through you, honing your agility, bearing, and senses.

LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify. (This is included above.)

EQUIPMENT

THUNDEROUS GREATCLUB

Weapon (Greatclub), Very Rare (Requires Attunement)

While you are attuned to this magic weapon, your Strength is 20 unless your Strength is already equal to or greater than that score. The weapon deals an extra 1d8 Thunder damage to any creature it hits and an extra 3d8 Thunder damage to objects it hits that aren't being worn or carried.

The weapon has the following additional properties.

Clap of Thunder. As a Magic action, you can strike the weapon against a hard surface to create a loud clap of thunder audible out to 300 feet. You also create a 30-foot Cone of thunderous energy. Each creature in the Cone must succeed on a DC 15 Strength saving throw or have the Prone condition. Nonmagical objects in the Cone that aren't being worn or carried take 3d8 Thunder damage.

Earthquake. As a Magic action, you can strike the weapon against the ground to create an intense seismic disturbance in a 50-foot-radius circle centered on the point of impact. Structures in contact with the ground in that area take 50 Bludgeoning damage, and each creature on the ground in that area must succeed on a DC 20 Dexterity saving throw or have the Prone condition. If that creature is also concentrating, it must succeed on a DC 20 Constitution saving throw or its Concentration is broken. In addition, you can cause a 30-foot-deep, 10-foot-wide fissure to open up on the ground anywhere in the area. Any creature on a spot where the fissure opens must make a DC 20 Dexterity saving throw, falling into the fissure on a failed save or moving with the fissure's edge on a successful one. Any structure on a spot where the fissure opens collapses into the fissure. Once you use this property, it can't be used again until the next dawn.