Marga Ironlaugh
CHARACTER NAME

Soldier
BACKGROUND

Barbarian
CLASS

Orc
SPECIES

Path of the Berserker
SUBCLASS

3
LEVEL

XP

ARMOR CLASS
13
SHIELD

HIT POINTS
32
CURRENT
0
TEMP
32
MAX

HIT DICE
0
SPENT
3d12
MAX

DEATH SAVES
SUCCESSES
FAILURES

DUNGEONS & DRAGONS

PROFICIENCY BONUS
+2

INITIATIVE
+1

SPEED
30 ft

SIZE
Medium

PASSIVE PERCEPTION
13

STRENGTH
+3 MODIFIER
17 SCORE
+5 Saving Throw
+5 Athletics

DEXTERITY
+1 MODIFIER
13 SCORE
+1 Saving Throw
+1 Acrobatics
+1 Sleight of Hand
+1 Stealth

CONSTITUTION
+2 MODIFIER
15 SCORE
+4 Saving Throw

HEROIC INSPIRATION

INTELLIGENCE
-1 MODIFIER
8 SCORE
-1 Saving Throw
-1 Arcana
-1 History
-1 Investigation
+1 Nature
-1 Religion

WISDOM
+1 MODIFIER
12 SCORE
+1 Saving Throw
+1 Animal Handling
+1 Insight
+1 Medicine
+3 Perception
+3 Survival

CHARISMA
+0 MODIFIER
10 SCORE
+0 Saving Throw
+0 Deception
+2 Intimidation
+0 Performance
+0 Persuasion

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes
Greataxe	+5	1d12+3 S	See p. 8
Handaxe	+5	1d6+3 S	See p. 8
Spear	+5	1d6+3 P	See p. 8
Shortbow	+3	1d6+1 P	See p. 8

CLASS FEATURES

Weapon masteries: Barb 2; choices: notes pp. 4; effects: Ref pp. 4, 5
Rage: BA, no Heavy armor. 3 uses; regain 1/Short Rest, all/Long Rest. Resistance: Bludgeoning/Piercing/Slashing; +2 damage on Strength weapon/Unarmed hits. Advantage: Strength checks/saves. No Concentration/spells. Duration: Ref p. 1.
Reckless Attack: Choose on first attack roll of your turn: Strength attacks and attacks against you have Advantage until start of your next turn.
Frenzy: Rage + Reckless Attack: first Strength hit on your turn deals +2d6 damage (same type).
BA=Bonus Action; Ref=SRD reference PDF
More features: notes pp. 4

Danger Sense: Advantage on Dexterity saves unless Incapacitated.
Primal Knowledge: During Rage, you may use Strength for Acrobatics, Intimidation, Perception, Stealth, or Survival checks. Extra skill proficiency is included in Skills.
Unarmored Defense: Without armor: base AC = 10 + Dexterity + Constitution modifiers; a Shield is allowed.

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING: Light, Medium, Heavy, Shields

WEAPONS

Simple and Martial weapons

TOOLS

Gaming Set: Dice Set

SPECIES TRAITS

Orc traits: Humanoid; Medium; Speed 30 ft; Darkvision 120 ft.
Adrenaline Rush: Bonus Action, Dash and gain 2 Temporary HP; 2 uses, all regained on Short or Long Rest.
Relentless Endurance: when reduced to 0 HP without being killed outright, may drop to 1 HP instead; once/Long Rest.

FEATS

Savage Attacker: Once per turn when you hit a target with a weapon, roll the weapon's damage dice twice and use either roll against that target.

SPELLCASTING ABILITY

	SPELLCASTING MODIFIER
	SPELL SAVE DC
	SPELL ATTACK BONUS



SPELL SLOTS

	Total	Expended		Total	Expended		Total	Expended
Level 1	0		Level 4	0		Level 7	0	
Level 2	0		Level 5	0		Level 8	0	
Level 3	0		Level 6	0		Level 9	0	

CANTRIPS & PREPARED SPELLS

Level	Name	Casting Time	Range	Concentration, Ritual & Required Material	Notes
				C R M	

APPEARANCE

BACKSTORY & PERSONALITY

Alignment

LANGUAGES

Common, Orc, Elvish

EQUIPMENT

Greataxe, 4 Handaxes, Explorer's Pack
Spear, Shortbow, 20 Arrows, Dice Set,
Healer's Kit, Quiver, Traveler's Clothes

Magic Item Attunement

COINS

CP	SP	EP	GP	PP
0	0	0	29	0

TM & © 2024 Wizards of the Coast LLC. Permission is granted to photocopy this document for personal use. Illustrations by Richard Whitters. 670D3898000001 EN

Character notes and conditional values

Character sheet and notes. Ref means the separate SRD reference PDF; other page pointers on the official sheet refer to this file. Complete source text is in the SRD reference PDF.

Your idea: I want to play Marga Ironlaugh, a level 2 orc barbarian with the Soldier background. She was an army cook for years until the day someone insulted her stew, and that was the day she picked up a greataxe.

Barbarian 3; Barbarian: Path of the Berserker; total character level 3.

Hit Dice: 3d12.

Subclass mechanics: Barbarian: Path of the Berserker. Path of the Berserker supplies Barbarian subclass rules through Barbarian level 3 (SRD 5.2.1 p. 29). Story themes are separate from these rule selections and do not grant features from a different or unearned subclass.

Starting equipment assumption: No higher-level wealth or magic items were supplied. This character uses its class/background starting equipment and gold; arrange campaign gear with the GM.

Source: Player request /SRD starting equipment

Nature: +1. Primal Knowledge proficiency

Attack table damage: S = Slashing, P = Piercing, B = Bludgeoning, Rad = Radiant. Full damage and conditions appear at each attack reference.

Spellcasting sources

No spellcasting.

No ordinary or Pact Magic slots recorded. Use only a separately granted route.

Spell table: BA = Bonus Action; R = Reaction; LR = Long Rest; SR = Short Rest. Free allowances are per grant, do not spend a spell slot, and recover at the stated rest. A + separates distinct grants. Cantrips need no spell slot; casting time, components and restrictions still apply. Each spell reference identifies its grants, abilities and restrictions.

At this level

Barbarian level 3

Progression values read from the SRD class table.

Rages	3
Rage damage	+2
Weapon masteries	2

Source: SRD 5.2.1, p. 28

Class features

Rage

Rage: BA, no Heavy armor. 3 uses; regain 1/Short Rest, all/Long Rest. Resistance: Bludgeoning/Piercing/Slashing; +2 damage on Strength weapon/Unarmed hits. Advantage: Strength checks/saves. No Concentration/spells. Duration: Ref p. 1.

Full rules: Ref p. 1.
Source: SRD 5.2.1, p. 28, p. 29

Unarmored Defense

Unarmored Defense: Without armor: base AC = 10 + Dexterity + Constitution modifiers; a Shield is allowed.

Full rules: Ref p. 1.
Source: SRD 5.2.1, p. 29

Weapon Mastery

Weapon Mastery: Use mastery properties of 2 chosen Simple or Martial Melee weapon kinds. After a Long Rest, you may change one chosen kind. Chosen weapons: facts below in notes p. 4; mastery definitions: Ref pp. 4, 5.

Full rules: Ref p. 2.

Selected option	Greataxe, Handaxe

Source: SRD 5.2.1, p. 29

Danger Sense

Danger Sense: Advantage on Dexterity saves unless Incapacitated.

Full rules: Ref p. 2.
Source: SRD 5.2.1, p. 29

Reckless Attack

Reckless Attack: Choose on first attack roll of your turn: Strength attacks and attacks against you have Advantage until start of your next turn.

Full rules: Ref p. 2.
Source: SRD 5.2.1, p. 29

Barbarian Subclass

Subclass identity and its earned features are represented separately; this entry grants no separate action.

Full rules: Ref p. 2.
Source: SRD 5.2.1, p. 29

Primal Knowledge

Primal Knowledge: During Rage, you may use Strength for Acrobatics, Intimidation, Perception, Stealth, or Survival checks. Extra skill proficiency is included in Skills.

Full rules: Ref p. 2.

Selected option	Skill: Nature

Source: SRD 5.2.1, p. 29

Frenzy

Frenzy: Rage + Reckless Attack: first Strength hit on your turn deals +2d6 damage (same type).

Full rules: Ref p. 2.
Source: SRD 5.2.1, p. 30

Species traits

Orc traits

Orc traits: Humanoid; Medium; Speed 30 ft; Darkvision 120 ft. Adrenaline Rush: Bonus Action, Dash and gain 2 Temporary HP; 2 uses, all regained on Short or Long Rest. Relentless Endurance: when reduced to 0 HP without being killed outright, may drop to 1 HP instead; once/Long Rest.

Full rules: Ref p. 3.
Source: SRD 5.2.1, p. 86

Background

Soldier background

Ability Scores: Strength, Dexterity, Constitution Feat: Savage Attacker (see "Feats") Skill Proficiencies: Athletics and Intimidation Tool Proficiency: Choose one kind of Gaming Set (see "Equipment")

Selected option	Dice Set

Source: SRD 5.2.1, p. 83

Feats

Savage Attacker

Savage Attacker: Once per turn when you hit a target with a weapon, roll the weapon's damage dice twice and use either roll against that target.

Full rules: Ref p. 3.

Gained from	Soldier background

Source: SRD 5.2.1, p. 87

Weapons

Greataxe

Greataxe 1d12 Slashing Heavy, Two-Handed Cleave 7 lb. 30 GP

Strength modifier	+3
Training	Proficient
Attack	+5
Base damage	1d12 Slashing +3

Source: SRD 5.2.1, p. 91

Handaxe

Handaxe 1d6 Slashing Light, Thrown (Range 20/60) Vex 2 lb. 5 GP

Strength modifier	+3
Training	Proficient
Attack	+5
Base damage	1d6 Slashing +3

Source: SRD 5.2.1, p. 91

Spear

Spear 1d6 Piercing Thrown (Range 20/60), Versatile (1d8) 3 lb. 1 GP

Strength modifier	+3
Training	Proficient
Attack	+5
Base damage	1d6 Piercing +3

Source: SRD 5.2.1, p. 91

Shortbow

Shortbow 1d6 Piercing Ammunition (Range 80/320; Arrow), Two-Handed 2 lb. 25 GP

Dexterity modifier	+1
Training	Proficient

Attack	+3
Base damage	1d6 Piercing +1

Source: SRD 5.2.1, p. 91

Training and proficiencies

Training does not add possessions. Owned equipment is listed separately below.

Armor training	Light, Medium, Shields
Weapons	Simple and Martial weapons
Tools	Gaming Set: Dice Set

Barbarian proficiencies and equipment

Core Barbarian Traits Primary Ability Strength Hit Point Die D12 per Barbarian level Saving Throw Proficiencies Strength and Constitution Skill Proficiencies Choose 2: Animal Handling, Athletics, Intimidation, Nature, Perception, or Survival Weapon Proficiencies Simple and Martial weapons Armor Training Light and Medium armor and Shields

Selected option	Skills: Perception, Survival

Source: SRD 5.2.1, p. 28

Languages (suggested)

Common, Orc, Elvish.

Source: SRD 5.2.1, p. 20

Owned equipment

Package contents and purchases below are separate ownership records. Keep quantities from each package, including repeated items. Statistics and included-item details describe this equipment without adding another copy.

Class equipment - package A

Greataxe, 4 Handaxes, Explorer's Pack, and 15 GP

Source: SRD 5.2.1, p. 28

Background equipment - package A

Spear, Shortbow, 20 Arrows, Dice Set, Healer's Kit, Quiver, Traveler's Clothes, 14 GP

Source: SRD 5.2.1, p. 83

Remaining coins

29 GP remaining. No purchases beyond the chosen packages.

Source: SRD 5.2.1, p. 28, p. 83

Greataxe - attack

+5; 1d12 Slashing +3. Greataxe 1d12 Slashing Heavy, Two-Handed Cleave 7 lb. 30 GP

Handaxe - attack

+5; 1d6 Slashing +3. Handaxe 1d6 Slashing Light, Thrown (Range 20/60) Vex 2 lb. 5 GP

Spear - attack

+5; 1d6 Piercing +3. Spear 1d6 Piercing Thrown (Range 20/60), Versatile (1d8) 3 lb. 1 GP

Shortbow - attack

+3; 1d6 Piercing +1. Shortbow 1d6 Piercing Ammunition (Range 80/320; Arrow), Two-Handed 2 lb. 25 GP

Rules source and attribution

This work includes material from the System Reference Document 5.2.1 (SRD 5.2.1) by Wizards of the Coast LLC, available at https://www.dndbeyond.com/srd. The SRD 5.2.1 is licensed under the Creative Commons Attribution 4.0 International License, available at https://creativecommons.org/licenses/by/4.0/legalcode.

Indexed source text, repaired PDF line wrapping, selected entries and code-derived core math.

Rules and spell descriptions from SRD 5.2.1 (2024 rules).