SRD reference

Full accepted source text for this character. Character-specific values, choices, casting permissions and equipment are in the paired character sheet and notes.

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

Barbarian level 3

Progression values read from the SRD class table.

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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

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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 the number of times shown for your Barbarian level in the Rages column of the Barbarian Features table. 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 bonus to the damage that increases as you gain levels as a Barbarian, as shown in the Rage Damage column of the Barbarian Features table. 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 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.

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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.

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Weapon Mastery

Your training with weapons allows you to use the mastery properties of two kinds of Simple or Martial Melee weapons of your choice, such as Greataxes and Handaxes. Whenever you finish a Long Rest, you can practice weapon drills and change one of those weapon choices. When you reach certain Barbarian levels, you gain the ability to use the mastery properties of more kinds of weapons, as shown in the Weapon Mastery column of the Barbarian Features table.

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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.

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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.

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Barbarian Subclass

You gain a Barbarian subclass of your choice. The Path of the Berserker subclass is detailed after this class's description. A subclass is a specialization that grants you features at certain Barbarian levels. For the rest of your career, you gain each of your subclass's features that are of your Barbarian level or lower.

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Primal Knowledge

You gain proficiency in another skill of your choice from the skill list available to Barbarians at level 1. 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.

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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.

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Orc traits

Creature Type: Humanoid Size: Medium (about 6-7 feet tall) Speed: 30 feet As an Orc, you have these special traits. Adrenaline Rush. You can take the Dash action as a Bonus Action. When you do so, you gain a number of Temporary Hit Points equal to your Proficiency Bonus. You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Short or Long Rest. Darkvision. You have Darkvision with a range of 120 feet. Relentless Endurance. When you are reduced to 0 Hit Points but not killed outright, you can drop to 1 Hit Point instead.

Once you use this trait, you can't do so again until you finish a Long Rest.

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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")

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Savage Attacker

Origin Feat You've trained to deal particularly damaging strikes. Once per turn when you hit a target with a weapon, you can roll the weapon's damage dice twice and use either roll against the target.

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Greataxe

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

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Handaxe

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

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Spear

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

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Shortbow

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

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Class equipment - package A

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

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Background equipment - package A

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

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Remaining coins

29 GP remaining. No purchases beyond the chosen packages.

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Languages (suggested)

Common, Orc, Elvish.

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SRD 5.2.1

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General weapon mastery reference

These definitions explain weapon mastery properties. Use only a property your earned feature lets you use with that weapon; owning a weapon does not grant its mastery.

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.

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Graze

If your attack roll with this weapon misses a creature, you can deal damage to that creature equal to the ability modifier you used to make the attack roll. This damage is the same type dealt by the weapon, and the damage can be increased only by increasing the ability modifier.

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Nick

When you make the extra attack of the Light property, you can make it as part of the Attack action instead of as a Bonus Action. You can make this extra attack only once per turn.

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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.

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Sap

If you hit a creature with this weapon, that creature has Disadvantage on its next attack roll before the start of your next turn.

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Slow

If you hit a creature with this weapon and deal damage to it, you can reduce its Speed by 10 feet until the start of your next turn. If the creature is hit more than once by weapons that have this property, the Speed reduction doesn't exceed 10 feet.

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Topple

If you hit a creature with this weapon, you can force the creature to make a Constitution saving throw (DC 8 plus the ability modifier used to make the attack roll and your Proficiency Bonus). On a failed save, the creature has the Prone condition.

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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.

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