

Barbarian 8

Uthgardt Tribe Member

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Human

Chaotic Good

34,000

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH
18
+4

DEXTERITY
12
+1

CONSTITUTION
18
+4

INTELLIGENCE
10
+0

WISDOM
13
+1

CHARISMA
10
+0

INSPIRATION

+3 PROFICIENCY BONUS

SAVING THROWS

- +7 Strength
- +1 Dexterity
- +7 Constitution
- +0 Intelligence
- +1 Wisdom
- +0 Charisma

SKILLS

- +1 Acrobatics (Dex)
- +4 Animal Handling (Wis)
- +0 Arcana (Int)
- +7 Athletics (Str)
- +0 Deception (Cha)
- +0 History (Int)
- +1 Insight (Wis)
- +0 Intimidation (Cha)
- +0 Investigation (Int)
- +1 Medicine (Wis)
- +0 Nature (Int)
- +4 Perception (Wis)
- +0 Performance (Cha)
- +0 Persuasion (Cha)
- +0 Religion (Int)
- +1 Sleight of Hand (Dex)
- +1 Stealth (Dex)
- +4 Survival (Wis)

17 **ARMOR CLASS** +1 **INITIATIVE** 40 ft. **SPEED**

Hit Point Maximum 93

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 8d12 **HIT DICE** **DEATH SAVES**

SUCCESSES ○○○○
FAILURES ○○○○

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
longsword	+7	1d8+4*
handaxe*	+7	1d6+4
javelin*	+7	1d6+4

*longsword versatile (1d10+3)
*thrown handaxe range (20/60)
*thrown javelin range (30/120)

EXTRA ATTACK.
You can attack twice, instead of once, whenever you take the Attack action on your turn.

FERAL INSTINCT.
Your instincts are so honed that you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

RAGE(4; Dmg +2).
(See Additional Features & Traits)

RECKLESS ATTACK.
You can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

DANGER SENSE.
You have an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

PATH OF THE BERSERKER.

FRENZY.
You can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion.

MINDLESS RAGE.
You can't be charmed or frightened while raging. If you are charmed or frightened when you enter your rage, the effect is suspended for the duration of the rage.

FEATURES & TRAITS

14 **PASSIVE WISDOM (PERCEPTION)**

Armor.
Light Armor, Medium Armor, Shields

Weapons.
Simple Weapons, Martial Weapons

Tools.
Smith's Tools

Languages.
Common, Giant, Illuskan

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

CP longsword, 2 handaxes, javelins, shield, explorer's pack, hunting trap, totemic totem (bear), traveler's clothes, pouch

GP 10

PP



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

UTHGARDT HERITAGE.
 You have an excellent knowledge of not only your tribe's territory, but also the terrain and natural resources of the rest of the North. You are familiar enough with any wilderness area that you find twice as much food and water as you normally would when you forage there.
 Additionally, you can call upon the hospitality of your people, and those folk allied with your tribe, often including members of druid circles, tribes of nomadic elves, the Harpers, and the priesthoods devoted to the gods of the First Circle.

BACKSTORY.
 Enslaved by frost giants in battle, you've been forced to do their bidding, which included accompanying them in their seemingly endless search for the legendary Ring of Winter. This has led the giants all the way south to the jungles of Chult.
 Luckily for you, frost giants don't do particularly well in the heat, and in a moment of neglect you were able to escape your restraints and flee into the jungle.

CHARACTER BACKSTORY

RAGE.
 In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the Barbarian table.
- You have resistance to bludgeoning, piercing, and slashing damage.

If you are able to cast spells, you can't cast them or concentrate on them while raging.
 Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action.
 Once you have raged the number of times shown for your barbarian level in the Rages column of the Barbarian table, you must finish a long rest before you can rage again.

UNARMORED DEFENSE.
 While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

ADDITIONAL FEATURES & TRAITS

TREASURE