

# HUMAN BARBARIAN 9

*"The wild is in my blood."*

Hailing from the northern lands, you are a stranger to civilization. Yet you travel wherever need guides you, fighting those who would despoil the wilderness. You have faced encroaching evil from monsters to greedy humans. You take what you need, and feed the ground with the blood of such enemies.



## BACKGROUND (OUTLANDER)

You grew up among tribal nomads, far from civilization and its comforts. You've hunted great herds, survived extreme weather, raided the trade of softer folk, and protected places sacred to your people. At times, you've enjoyed the solitude of being the only sentient creature for miles in any direction. Even in places where the terrain is new, you know the ways of the wild.

**Wanderer.** As a former barbarian nomad and raider, you have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers enough.

**Faction.** You are a member of the Emerald Enclave, wilderness survivalists who preserve the natural order while rooting out unnatural threats.

**Personality Trait.** You place no stock in refined manners or wealth.

**Ideal.** Life is constant change, and you must change with it to survive.

**Bond.** You take the despoiling of the wilderness and sacred sites as a personal insult.

**Flaw.** There's no room for caution in a life lived to the fullest.

## BARBARIAN FEATURES

**Brutal Critical.** When rolling the extra damage for a critical hit with a melee attack you can roll one additional weapon damage die.

**Danger Sense.** You have advantage on Dexterity saving throws against effects that you can see. To gain this benefit, you can't be blinded, deafened, or incapacitated.

**Fast Movement.** Your speed increases by 10 feet while you aren't wearing heavy armor.

## CHARACTER NAME

*Medium humanoid (human), Path of the Berserker, chaotic good*

**Armor Class** 15 (Unarmored Defense)

**Hit Points** 95 (Hit Dice 9d12)

**Speed** 40 ft. (Fast Movement)

| STR     | DEX     | CON     |
|---------|---------|---------|
| 18 (+4) | 14 (+2) | 16 (+3) |
| INT     | WIS     | CHA     |
| 9 (-1)  | 14 (+2) | 11 (+0) |

**Initiative** advantage (Feral Instinct)

**Proficiencies** (+4 proficiency bonus)

**Armor** light armor, medium armor, shields

**Saving Throws** Str +8, Con +7; see the Danger Sense barbarian feature

**Skills** Athletics +8, Intimidation +4, Perception +6, Survival +6

**Tools** drum

**Weapons** simple weapons, martial weapons

**Senses** passive (Perception) 16

**Languages** Common, Dwarvish, Giant

## ACTIONS

**Attack.** You can attack up to twice when you take this action, using the following attacks (see Rage, Reckless Attack, and Brutal Critical):

**Feral Instinct.** 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 if you enter your rage before doing anything else on that turn.

**Rage (Recharges after You Finish a Long Rest).** Four times, you can enter a rage as a bonus action. While raging, the following parameters apply:

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a +3 bonus to the damage roll.
- You have resistance to bludgeoning, piercing, and slashing damage.
- You can't be frightened or charmed. If you are already frightened or charmed, you ignore those conditions while you rage.
- You can make a single melee weapon attack as a bonus action. If you do so, when your rage ends, you suffer one level of exhaustion.

- **Greatsword.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.  
*Hit:* 2d6 + 4 (or +7 if raging) slashing damage
- **Handaxe.** *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target.  
*Hit:* 1d6 + 4 (or +7 if raging and used in melee) slashing damage
- **Javelin.** *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 30/120 ft., one target.  
*Hit:* 1d6 + 4 (or +7 if raging and used in melee) piercing damage

## BONUS ACTIONS

**Rage.** Barbarian feature

**Frenzy.** While raging, you can make a single melee weapon attack as a bonus action. If you do so, when your rage ends, you suffer one level of exhaustion.

## OPTIONS

**Reckless Attack.** Barbarian feature

**Stone of Good Luck.** Equipment

- You can't cast or concentrate on spells.

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 as a bonus action.

**Reckless Attack.** 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.

**Unarmored Defense.** While you are wearing no armor, but even if you're using a shield, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier.

## EQUIPMENT

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Backpack, bearskin cloak, bedroll, drum, greatsword, handaxes (2), healer's kit, javelins (3), mess kit, *potion of healing* (2), pouch, *stone of good luck*, tinderbox, torches (5), traveler's clothing, waterskin, money (15 gp, 6 pp)

### STONE OF GOOD LUCK

*Wondrous item, uncommon (attuned)*

While this bloodstone disk is on your person, you gain a +1 bonus to ability checks and saving throws (not included on your sheet). You consider it to be a token of the god of war.