

# HUMAN BARBARIAN 1

*"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

**Rage (Recharges after You Finish a Long Rest).** Two 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 +2 bonus to the damage roll.
- You have resistance to bludgeoning, piercing, and slashing damage.
- You can't cast or concentrate on spells.

## CHARACTER NAME

*Medium humanoid (human),  
chaotic good*

**Armor Class** 14 (Unarmored Defense)

**Hit Points** 14 (Hit Dice 1d12)

**Speed** 30 ft.

STR	DEX	CON
16 (+3)	14 (+2)	15 (+2)
INT	WIS	CHA
9 (-1)	13 (+1)	11 (+0)

**Proficiencies** (+2 proficiency bonus)

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

**Saving Throws** Str +5, Con +4; see the Danger Sense barbarian feature

**Skills** Athletics +5, Intimidation +2, Perception +3, Survival +3

**Tools** drum

**Weapons** simple weapons, martial weapons

**Senses** passive (Perception) 13

**Languages** Common, Dwarvish, Giant

## ACTIONS

**Attack.** You can make one of the following attacks (see Rage and Reckless Attack):

- **Greatsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.  
*Hit:* 2d6 + 3 (or +5 if raging) slashing damage
- **Handaxe.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target.  
*Hit:* 1d6 + 3 (or +5 if raging and used in melee) slashing damage
- **Javelin.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target.  
*Hit:* 1d6 + 3 (or +5 if raging and used in melee) piercing damage

## BONUS ACTIONS

**Rage.** Barbarian feature

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.

**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

Backpack, bearskin cloak, bedroll, drum, greatsword, handaxes (2), healer's kit, javelins (3), mess kit, pouch, tinderbox, torches (5), traveler's clothing, waterskin, money (15 gp)

# HUMAN BARBARIAN 2

*"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.



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**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

**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.

**Rage (Recharges after You Finish a Long Rest).** Two 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.

## CHARACTER NAME

*Medium humanoid (human),  
chaotic good*

**Armor Class** 14 (Unarmored Defense)

**Hit Points** 23 (Hit Dice 2d12)

**Speed** 30 ft.

STR	DEX	CON
16 (+3)	14 (+2)	15 (+2)
INT	WIS	CHA
9 (-1)	13 (+1)	11 (+0)

**Proficiencies** (+2 proficiency bonus)

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

**Saving Throws** Str +5, Con +4; see the Danger Sense barbarian feature

**Skills** Athletics +5, Intimidation +2, Perception +3, Survival +3

**Tools** drum

**Weapons** simple weapons, martial weapons

**Senses** passive (Perception) 13

**Languages** Common, Dwarvish, Giant

- When you make a melee weapon attack using Strength, you gain a +2 bonus to the damage roll.
- You have resistance to bludgeoning, piercing, and slashing damage.
- 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

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

## ACTIONS

**Attack.** You can make one of the following attacks (see Rage and Reckless Attack):

- Greatsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.  
*Hit:* 2d6 + 3 (or +5 if raging) slashing damage
- Handaxe.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target.  
*Hit:* 1d6 + 3 (or +5 if raging and used in melee) slashing damage
- Javelin.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target.  
*Hit:* 1d6 + 3 (or +5 if raging and used in melee) piercing damage

## BONUS ACTIONS

**Rage.** Barbarian feature

## OPTIONS

**Reckless Attack.** Barbarian feature

# HUMAN BARBARIAN 3

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

## BARBARIAN FEATURES

**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.

**Rage (Recharges after You Finish a Long Rest).** Three 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.

## CHARACTER NAME

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

**Armor Class** 14 (Unarmored Defense)

**Hit Points** 32 (Hit Dice 3d12)

**Speed** 30 ft.

STR	DEX	CON
16 (+3)	14 (+2)	15 (+2)
INT	WIS	CHA
9 (-1)	13 (+1)	11 (+0)

**Proficiencies** (+2 proficiency bonus)

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

**Saving Throws** Str +5, Con +4; see the Danger Sense barbarian feature

**Skills** Athletics +5, Intimidation +2, Perception +3, Survival +3

**Tools** drum

**Weapons** simple weapons, martial weapons

**Senses** passive (Perception) 13

**Languages** Common, Dwarvish, Giant

## ACTIONS

**Attack.** You can make one of the following attacks (see Rage and Reckless Attack):

- When you make a melee weapon attack using Strength, you gain a +2 bonus to the damage roll.
- You have resistance to bludgeoning, piercing, and slashing damage.
- 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.
- 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.

• **Greatsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

*Hit:* 2d6 + 3 (or +5 if raging) slashing damage

• **Handaxe.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target.

*Hit:* 1d6 + 3 (or +5 if raging and used in melee) slashing damage

• **Javelin.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target.

*Hit:* 1d6 + 3 (or +5 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

**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

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

# HUMAN BARBARIAN 4

"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)

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**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.

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**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

**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.

**Rage (Recharges after You Finish a Long Rest).** Three 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.

## CHARACTER NAME

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

**Armor Class** 15 (Unarmored Defense)

**Hit Points** 45 (Hit Dice 4d12)

**Speed** 30 ft.

STR	DEX	CON
17 (+3)	14 (+2)	16 (+3)
INT	WIS	CHA
9 (-1)	13 (+1)	11 (+0)

**Proficiencies** (+2 proficiency bonus)

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

**Saving Throws** Str +5, Con +5; see the Danger Sense barbarian feature

**Skills** Athletics +5, Intimidation +2, Perception +3, Survival +3

**Tools** drum

**Weapons** simple weapons, martial weapons

**Senses** passive (Perception) 13

**Languages** Common, Dwarvish, Giant

## ACTIONS

**Attack.** You can make one of the following attacks (see Rage and Reckless Attack):

- When you make a melee weapon attack using Strength, you gain a +2 bonus to the damage roll.
- You have resistance to bludgeoning, piercing, and slashing damage.
- 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.
- 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.

• **Greatsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

*Hit:* 2d6 + 3 (or +5 if raging) slashing damage

• **Handaxe.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target.

*Hit:* 1d6 + 3 (or +5 if raging and used in melee) slashing damage

• **Javelin.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target.

*Hit:* 1d6 + 3 (or +5 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

**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

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

# HUMAN BARBARIAN 5

*"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)

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**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.

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**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

**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.

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

## CHARACTER NAME

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

**Armor Class** 15 (Unarmored Defense)

**Hit Points** 55 (Hit Dice 5d12)

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

STR	DEX	CON
17 (+3)	14 (+2)	16 (+3)
INT	WIS	CHA
9 (-1)	13 (+1)	11 (+0)

**Proficiencies** (+3 proficiency bonus)

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

**Saving Throws** Str +6, Con +6; see the Danger Sense barbarian feature

**Skills** Athletics +6, Intimidation +3, Perception +4, Survival +4

**Tools** drum

**Weapons** simple weapons, martial weapons

**Senses** passive (Perception) 14

**Languages** Common, Dwarvish, Giant

## ACTIONS

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

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a +2 bonus to the damage roll.
- You have resistance to bludgeoning, piercing, and slashing damage.
- 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.
- 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.

• **Greatsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

*Hit:* 2d6 + 3 (or +5 if raging) slashing damage

• **Handaxe.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target.

*Hit:* 1d6 + 3 (or +5 if raging and used in melee) slashing damage

• **Javelin.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target.

*Hit:* 1d6 + 3 (or +5 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

**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

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 (10 gp, 4 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.

# HUMAN BARBARIAN 6

"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.

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**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

**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.

**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:

## CHARACTER NAME

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

**Armor Class** 15 (Unarmored Defense)

**Hit Points** 65 (Hit Dice 6d12)

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

STR	DEX	CON
17 (+3)	14 (+2)	16 (+3)
INT	WIS	CHA
9 (-1)	13 (+1)	11 (+0)

**Proficiencies** (+3 proficiency bonus)

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

**Saving Throws** Str +6, Con +6; see the Danger Sense barbarian feature

**Skills** Athletics +6, Intimidation +3, Perception +4, Survival +4

**Tools** drum

**Weapons** simple weapons, martial weapons

**Senses** passive (Perception) 14

**Languages** Common, Dwarvish, Giant

## ACTIONS

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

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a +2 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.
- 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

• **Greatsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

*Hit:* 2d6 + 3 (or +5 if raging) slashing damage

• **Handaxe.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target.

*Hit:* 1d6 + 3 (or +5 if raging and used in melee) slashing damage

• **Javelin.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target.

*Hit:* 1d6 + 3 (or +5 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

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

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 (10 gp, 4 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.

# HUMAN BARBARIAN 7

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## BARBARIAN FEATURES

**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** 75 (Hit Dice 7d12)

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

STR	DEX	CON
17 (+3)	14 (+2)	16 (+3)
INT	WIS	CHA
9 (-1)	13 (+1)	11 (+0)

**Initiative** advantage (Feral Instinct)

**Proficiencies** (+3 proficiency bonus)

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

**Saving Throws** Str +6, Con +6; see the Danger Sense barbarian feature

**Skills** Athletics +6, Intimidation +3, Perception +4, Survival +4

**Tools** drum

**Weapons** simple weapons, martial weapons

**Senses** passive (Perception) 14

**Languages** Common, Dwarvish, Giant

## ACTIONS

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

**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 +2 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:* +6 to hit, reach 5 ft., one target.

*Hit:* 2d6 + 3 (or +5 if raging) slashing damage

• **Handaxe.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target.

*Hit:* 1d6 + 3 (or +5 if raging and used in melee) slashing damage

• **Javelin.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target.

*Hit:* 1d6 + 3 (or +5 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 (10 gp, 4 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.



# HUMAN BARBARIAN 8

"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

**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** 85 (Hit Dice 8d12)

**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** (+3 proficiency bonus)

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

**Saving Throws** Str +7, Con +6; see the Danger Sense barbarian feature

**Skills** Athletics +7, Intimidation +3, Perception +5, Survival +5

**Tools** drum

**Weapons** simple weapons, martial weapons

**Senses** passive (Perception) 15

**Languages** Common, Dwarvish, Giant

## ACTIONS

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

**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 +2 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:* +7 to hit, reach 5 ft., one target.

*Hit:* 2d6 + 4 (or +6 if raging) slashing damage

• **Handaxe.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target.

*Hit:* 1d6 + 4 (or +6 if raging and used in melee) slashing damage

• **Javelin.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target.

*Hit:* 1d6 + 4 (or +6 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 (10 gp, 4 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.

# 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.

# HUMAN BARBARIAN 10

"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** 105 (Hit Dice 10d12)

**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.

**Intimidating Presence.** You can use your action to frighten someone with your menacing presence. When you do so, choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a DC 12 Wisdom saving throw or be frightened of you until the end of your next turn. On subsequent turns, you can use your action to extend the duration of this effect on the frightened creature until the end of your next turn. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you. If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

**Rage (Recharges after You Finish a Long Rest).** Four times, you can enter a

• **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

**Intimidating Presence.** Barbarian feature

## 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

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.
- 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.

## BARBARIAN FEATURES (CONT'D)

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**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 (20 gp, 8 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.