

Berserker Barbarian - 5 Sailor

CLASS & LEVEL BACKGROUND

PLAYER NAME

Orc

CHARACTER NAME

ALIGNMENT

EXPERIENCE POINTS

INSPIRATION

STRENGTH
+4
18

PROFICIENCY BONUS
+3

DEXTERITY
+1
13

Strength
Dexterity
Constitution
Intelligence
Wisdom
Charisma

SAVING THROWS

CONSTITUTION
+3
16

INTELLIGENCE
+0
10

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

SKILLS

WISDOM
+1
12

CHARISMA
-1
8

PASSIVE WISDOM (PERCEPTION)
14

Languages: Common, Orc
Armour: Light, Medium, Shields
Weapons: Simple, Martial
Mastery: Greataxe, handaxe
Tools: Navigator's Tools

OTHER PROFICIENCIES & LANGUAGES

Hit Point Maximum 55

CURRENT HIT POINTS

TEMPORARY HIT POINTS

ARMOR CLASS **14**

INITIATIVE **+1**

SPEED **40**

SUCCESSES
FAILURES
DEATH SAVES

Total 5d12
HIT DICE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS	DAMAGE/TYPE
Greataxe +7	1d12+4 Slashing
Handaxe* (20/60) +7	1d6+4 Slashing
Unarmed Strike +7	1d4 + 4 Bludgeoning

*You can throw a Handaxe 20 feet, or up to 60 feet with disadvantage on the attack roll.

ATTACKS & SPELLCASTING

RAGE | Twice per Long Rest
As a Bonus Action enter a Rage. Whilst raging you:
* Gain advantage on STR checks and saving throws
* Add +2 melee damage with your melee weapons
* Have resistance to bludgeoning, piercing and slashing damage.

Your rage lasts until the end of your next turn, unless you do one of the following:
* Make an attack roll against an enemy
* Force an enemy to make a saving throw
* Use a Bonus action to extend the Rage

RECKLESS ATTACK!
When you attack, you can decide to attack recklessly, giving you advantage on melee weapon attack rolls using STR during this turn, but attack rolls against you have advantage until your next turn.

FRENZY!
When you use Reckless Attack while Raging, you deal 2d6 extra damage to the first target you hit with a Strength-based attack.

EXTRA ATTACK!
You make two attacks when you make the Attack action.

DANGER SENSE!
You have advantage on DEX saving throws unless you are Incapacitated.

ADRENALINE RUSH! | Twice per Short Rest
You can take the Dash action as a Bonus action. When you do, you regain 2 Temporary Hit Points.

DARKVISION!
You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light.

RELENTLESS ENDURANCE!
When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

PRIMAL KNOWLEDGE!
While Raging, you can use STR as the ability for Acrobatics, Intimidation, Perception, Stealth, or Survival Checks

TAVERN BRAWLER!
If you roll a 1 for damage on your Unarmed Strike, you may reroll, but must keep the new roll. In addition, once per turn when you hit with an Unarmed Strike, you can push the target 5 feet away as well as causing damage.

FEATURES & TRAITS

EQUIPMENT

- Greataxe
- 4x Handaxes
- Backpack
- Bedroll
- 2 flasks of oil
- Rations (1 day)
- Hempen Rope (50ft.)
- Navigator's Tools
- Rope
- Tinderbox
- Torch
- Traveller's Clothes
- Waterskin