

barbarian

CHARACTER NAME

Barbarian 2

CLASS & LEVEL

PLAYER NAME

Goliath

SPECIES

Farmer

BACKGROUND

(Milestone)

EXPERIENCE POINTS

STRENGTH

16

+3

DEXTERITY

14

+2

CONSTITUTION

16

+3

INTELLIGENCE

10

+0

WISDOM

10

+0

CHARISMA

8

-1

- ☐ +5 Strength
- ☐ +2 Dexterity
- ☐ +5 Constitution
- ☐ +0 Intelligence
- ☐ +0 Wisdom
- ☐ -1 Charisma

Saving Throw Modifiers
Advantage on DEX unless you are Incapacitated.

SAVING THROWS

- ☐ +2 Acrobatics DEX
- ☒ +2 Animal Handling WIS
- ☐ +0 Arcana INT
- ☒ +5 Athletics STR
- ☐ -1 Deception CHA
- ☐ +0 History INT
- ☐ +0 Insight WIS
- ☐ -1 Intimidation CHA
- ☐ +0 Investigation INT
- ☐ +0 Medicine WIS
- ☒ +2 Nature INT
- ☐ +0 Perception WIS
- ☐ -1 Performance CHA
- ☐ -1 Persuasion CHA
- ☐ +0 Religion INT
- ☐ +2 Sleight of Hand DEX
- ☐ +2 Stealth DEX
- ☒ +2 Survival WIS

SKILLS

+2

INITIATIVE

ARMOR

15

CLASS

DEFENSES

HEROIC INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

35 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

29

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HIT POINTS

Total 2d12

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== ARMOR & WEAPONS ===

Light Armor, Medium Armor, Shields, Martial Weapons, Simple Weapons

=== TOOLS ===

Carpenter's Tools

=== LANGUAGES ===

Common, Giant, Orc

=== ACTIONS ===

Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

PROFICIENCIES & TRAINING

Hill's Tumble (Hill Giant) • 2 / Long Rest [] []

When you hit a Large or smaller creature with an attack roll and deal damage to it, you can give it the Prone condition.

=== BONUS ACTIONS ===

Rage (Enter) • 2 / Long Rest [] []

You can enter Rage if you aren't wearing Heavy Armor. When raging you;

- have resistance to non-magical damage (halved)
- do +2 extra damage when using STR
- have advantage on STR saves and skills

| Handaxe (Vex) •

Vex. If you hit a creature with a Handaxe and deal damage to it, you have Advantage on your next attack roll against that creature before the end of your next turn.

| Greataxe (Cleave) •

Cleave. Once per turn, if you hit a creature with a melee attack using a Greataxe, you can make another melee attack with it against a second creature within 5 ft. of the first that's within your reach. On a hit, the second creature takes the Greataxe's damage, but without your ability modifier.

ACTIONS

10

PASSIVE PERCEPTION

10

PASSIVE INSIGHT

10

PASSIVE INVESTIGATION

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Greataxe

+5

1d12+3 Slashing

Martial, Heavy, Two-Handed, Cleave

Handaxe

+5

1d6+3 Slashing

Simple, Light, Thrown, Vex, Range (20/60)

Handaxe

+5

1d6+3 Slashing

Simple, Light, Thrown, Vex, Range (20/60)

Handaxe

+5

1d6+3 Slashing

Simple, Light, Thrown, Vex, Range (20/60)

Handaxe

+5

1d6+3 Slashing

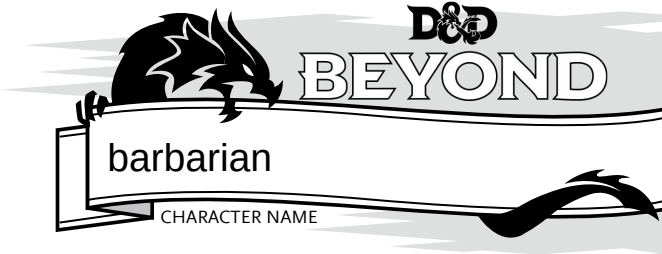
Simple, Light, Thrown, Vex, Range (20/60)

Unarmed Strike

+5

4 Bludgeoning

WEAPON ATTACKS & CANTRIPS



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Goliath	Farmer	(Milestone)
SPECIES	BACKGROUND	EXPERIENCE POINTS

*** Rage • PHB-2024 51**
You can take a Bonus action to enter Rage if you aren't wearing Heavy Armor. You can use Rage 2 times per Long Rest, and regain one expended use when you finish a Short 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: +2

*** 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.

*** Reckless Attack • PHB-2024 52**
When you make your first attack roll on your turn, you can decide to attack recklessly, giving you Advantage on attack rolls using Str. until the start of your next turn, but attacks against you have Advantage during that time.

*** Unarmored Defense • PHB-2024 51.**
While not wearing armor, your base AC equals 15 + any Shield bonus.

*** Danger Sense • PHB-2024 52**
You have Advantage on Dex. saving throws unless you have the Incapacitated condition.

*** Powerful Build • PHB-2024 192**
You have Advantage on any ability check you make to end the Grappled condition. You also count as one size larger when determining your carrying capacity.

FEATURES & TRAITS

CP0

SP0

EP0

GP15

PP0

WEIGHT CARRIED

70 lb.

ENCUMBERED

480 lb.

PUSH/DRAG/LIFT

960 lb.

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Handaxe	1	2 lb.			
Handaxe	1	2 lb.			
Handaxe	1	2 lb.			
Greataxe	1	7 lb.			
Backpack	1	5 lb.			
Oil	2	2 lb.			
Rations	10	20 lb.			
Rope	1	5 lb.			
Bedroll	1	7 lb.			
Tinderbox	1	1 lb.			
Torch	10	10 lb.			
Waterskin	1	5 lb.			

ATTUNED MAGIC ITEMS

QTY WEIGHT

EQUIPMENT