You take the despoiling of heavy armor.

You can’t be blinded, deafened, or that you can see. To gain this benefit, Dexterity saving throws against effects Danger Sense.

You can roll one additional weapon damage die. attack you can roll one additional damage for a critical hit with a melee Brutal Critical.

Barbarian Features

Flaw. You place no stock in refined manners or wealth.

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)

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.

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.

Reckless Attack. Barbarian feature

Stone of Good Luck. Equipment

Bonus Actions

• 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

Options

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.

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 disadvantage 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 (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.