D&D BEYOND

CHARACTER NAME

Barbarian Berserker 5 — CLASS & LEVEL

PLAYER NAME

Goliath — SPECIES

Soldier — BACKGROUND

(Milestone) — EXPERIENCE POINTS

STRENGTH 15 (+2)

DEXTERITY 14 (+2)

CONSTITUTION 18 (+4)

INTELLIGENCE 10 (+0)

WISDOM 12 (+1)

CHARISMA 8 (-1)

- ◉ +5 Strength
- ○ +2 Dexterity
- ◉ +7 Constitution
- ○ +0 Intelligence
- ○ +1 Wisdom
- ○ -1 Charisma

Saving Throw Modifiers

Advantage on DEX unless you are Incapacitated.

SAVING THROWS

- ○ +2 Acrobatics DE
- ₱ +4 Animal Handling WIS
- ○ +0 Arcana INT
- ₱ +5 Athletics STR
- ○ -1 Deception CHA
- ○ +0 History INT
- ○ +1 Insight WIS
- ₱ +2 Intimidation CHA
- ○ +0 Investigation INT
- ○ +1 Medicine WIS
- ○ +0 Nature INT
- ₱ +4 Perception WIS
- ○ -1 Performance CHA
- ○ -1 Persuasion CHA
- ○ +0 Religion INT
- ○ +2 Sleight of Hand DEX
- ○ +2 Stealth DEX
- ₱ +4 Survival WIS
- ○ ___ _____
- ○ ___ _____
- ○ ___ _____

SKILLS

+2 — **INITIATIVE**

ARMOR 18 — **CLASS**

DEFENSES

HEROIC INSPIRATION

+3 — **PROFICIENCY BONUS**

ABILITY SAVE DC

45 ft. (Walking) — **SPEED**

Max HP	Current HP	Temp HP
60		--

HIT POINTS

Total 5d12 — **HIT DICE**

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

=== ARMOR ===
Light Armor, Medium Armor, Shields

=== WEAPONS ===
Martial Weapons, Simple Weapons

=== TOOLS ===
Dice Set

=== LANGUAGES ===
Common, Common Sign Language, Giant

PROFICIENCIES & TRAINING

=== ACTIONS ===
Standard 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

=== BONUS ACTIONS ===
Activate Large Form " 1 / Long Rest
Once per Long Rest as a Bonus Action, you can change your size to Large for 10 minutes or until you end it. For that duration, you have Advantage on Strength checks, and your Speed increases by 10 ft.

Cloud ' s Jaunt (Cloud Giant) " 3 / Long Rest
You teleport up to 30 ft. to an unoccupied space you can see.

Rage (Enter) " 3 / Long Rest
You can enter Rage if you aren ' t wearing Heavy Armor. You can use Rage 3 times per Long Rest, and regain one expended use when you finish a Short Rest.

ACTIONS

14 PASSIVE PERCEPTION

11 PASSIVE INSIGHT

10 PASSIVE INVESTIGATION

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Battleaxe	+5	1d8+2 Slas	Martial, Versatile, Topple
Greataxe	+5	1d12+2 Sla	Martial, Heavy, Two-Hand
Handaxe	+5	1d6+2 Slas	Simple, Light, Thrown, Ve
Shortbow	+5	1d6+2 Pierc	Simple, Ammunition, Ran
Unarmed Strike	+5	3 Bludgeon	

WEAPON ATTACKS & CANTRIPS

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CHARACTER NAME

Barbarian Berserker 5
CLASS & LEVEL | PLAYER NAME

Goliath | Soldier | (Milestone)
SPECIES | BACKGROUND | EXPERIENCE POINTS

=== BARBARIAN FEATURES ===

* Core Barbarian Traits " PHB-2024 51

* Rage " PHB-2024 51
You can take a Bonus action to enter Rage if you aren ' t wearing Heavy Armor. You can use Rage 3 times per Long Rest, and regain one expended use when you finish a Short Rest.

Activate Rage by clicking on this feature and selecting the drop down called Activate Rage. Deselect it to stop Raging.

| Rage (Enter): 3 / Long Rest " 1 Bonus Action

* Unarmored Defense " PHB-2024 51
While not wearing armor, your base AC equals 16 + any Shield bonus.

* Weapon Mastery " PHB-2024 52
You are able to use the mastery properties of 3 kinds of Simple or Martial Melee weapons of your choice. Whenever you finish a Long Rest, you can change one of those weapon choices.

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

* 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.

* Barbarian Subclass " PHB-2024 52

| Path of the Berserker

* Primal Knowledge " PHB-2024 52
You gain proficiency in another Barbarian skill of your choice.

While Raging, whenever you make an ability check using one of the following skills, you can make it as a Str. check even if it normally uses a different ability: Acrobatics, Intimidation, Perception, Stealth, or Survival.

* Frenzy " PHB-2024 54
If you use Reckless Attack while Rage is active, you deal an additional 2d6 damage (the same damage type as the weapon or Unarmed Strike used) to the first target you hit on your turn with a Strength-based attack.

* 4: Weapon Mastery " PHB-2024 52

* Ability Score Improvement " PHB-2024 53

* Extra Attack " PHB-2024 53
You can attack twice instead of once whenever you take the Attack action on your turn.

* Fast Movement " PHB-2024 53
Your speed increases by 10 ft. while you aren ' t wearing Heavy armor.

=== GOLIATH SPECIES TRAITS ===

* Creature Type " PHB-2024 192
You are a Humanoid.

* Size " PHB-2024 193
Your size is Medium.

* Speed " PHB-2024 192
Your Speed is 35 ft.

* Giant Ancestry " PHB-2024 192
Choose one supernatural boon from your ancestry, you can use it 3 times per Long Rest.

| Cloud ' s Jaunt (Cloud Giant) "
As a Bonus Action, you magically teleport up to 30 ft. to an unoccupied space you can see.

| 3 / Long Rest " 1 Bonus Action

* Large Form " PHB-2024 192
Once per Long Rest as a Bonus Action, you can change your size to Large for 10 minutes or until you end it (no action required). For the duration, you gain additional effects.

Activate Large Form by clicking on this trait and selecting the drop down called Activate Large Form. Deselect it to stop its effects.

| Activate Large Form: 1 / Long Rest " 1 Bonus Action

* 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.

=== FEATS ===

* Ability Score Improvement " PHB-2024 202
Increase one ability score by 2 or two ability scores by 1.

* Weapon Mastery " PHB-2024 52

| Battleaxe (Topple) "
Topple. If you hit a creature with a Battleaxe, you can force it to make a Con. saving throw (DC 8 + 3 + the ability modifier used to make the attack). On a failed

FEATURES & TRAITS

CP 0
SP 0
EP 0
GP 340
PP 0

WEIGHT CARRIED
103 lb.
ENCUMBERED
450 lb.
PUSH/DRAG/LIFT
900 lb.

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Potion of Healing	2	1 lb.	Bedroll	1	7 lb.
Shield	1	6 lb.	Tinderbox	1	1 lb.
Handaxe	1	2 lb.	Torch	10	10 lb.
Shortbow	1	2 lb.	Waterskin	1	5 lb.
Battleaxe	1	4 lb.	Climber's Kit	1	12 lb.
Greataxe	1	7 lb.	Crowbar	1	5 lb.
Backpack	1	5 lb.	Arrows	20	1 lb.
Quiver	1	1 lb.			
Dice	1	--			
Healer's Kit	1	3 lb.			
Antitoxin	1	--			
Traveler's Clothes	1	4 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT
Oil	2	2 lb.			
Rations	10	20 lb.			
Rope	1	5 lb.			

EQUIPMENT

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save, the creature has the Prone condition.

| 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 (unless the modifier is negative).

| Topple (Battleaxe): 1 Action

| Cleave (Greataxe): 1 Action

* 4: Weapon Mastery " PHB-2024

| 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.

| Vex (Handaxe): 1 Action

* Savage Attacker " PHB-2024 201
Once per turn when you hit a target with a weapon, you can roll the weapon ' s damage dice twice and use either roll against the target.

* Soldier Ability Score Improvements " PHB-2024 185

| Increase two scores (+2 / +1) "

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT

ADDITIONAL EQUIPMENT

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CHARACTER NAME

Medium				
GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

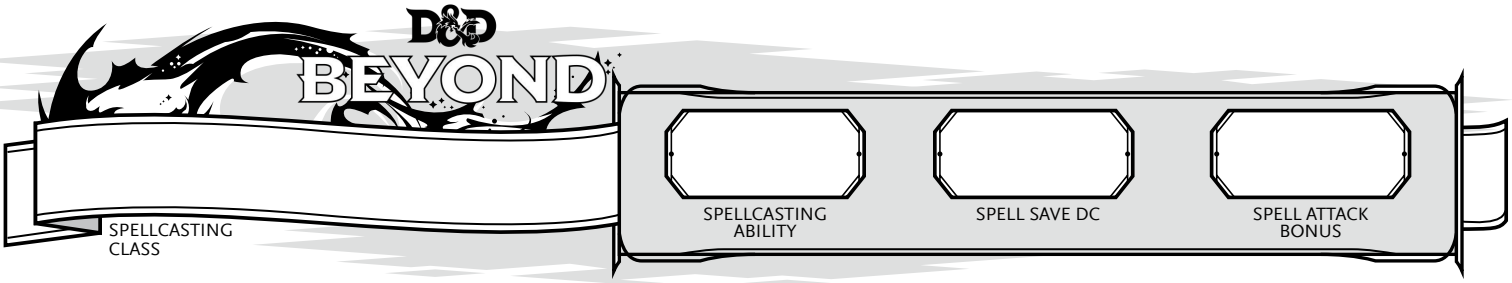
FLAWS

CHARACTER BACKSTORY

=== RECCOMMENDED ACTIONS ===
* In combat activate Rage
* Reckless Attack & Frenzy (first hit only)
* Cloud Jaunt to close distance
* Large Form for addtional damage

ADDITIONAL NOTES

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SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES

SPELLS

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